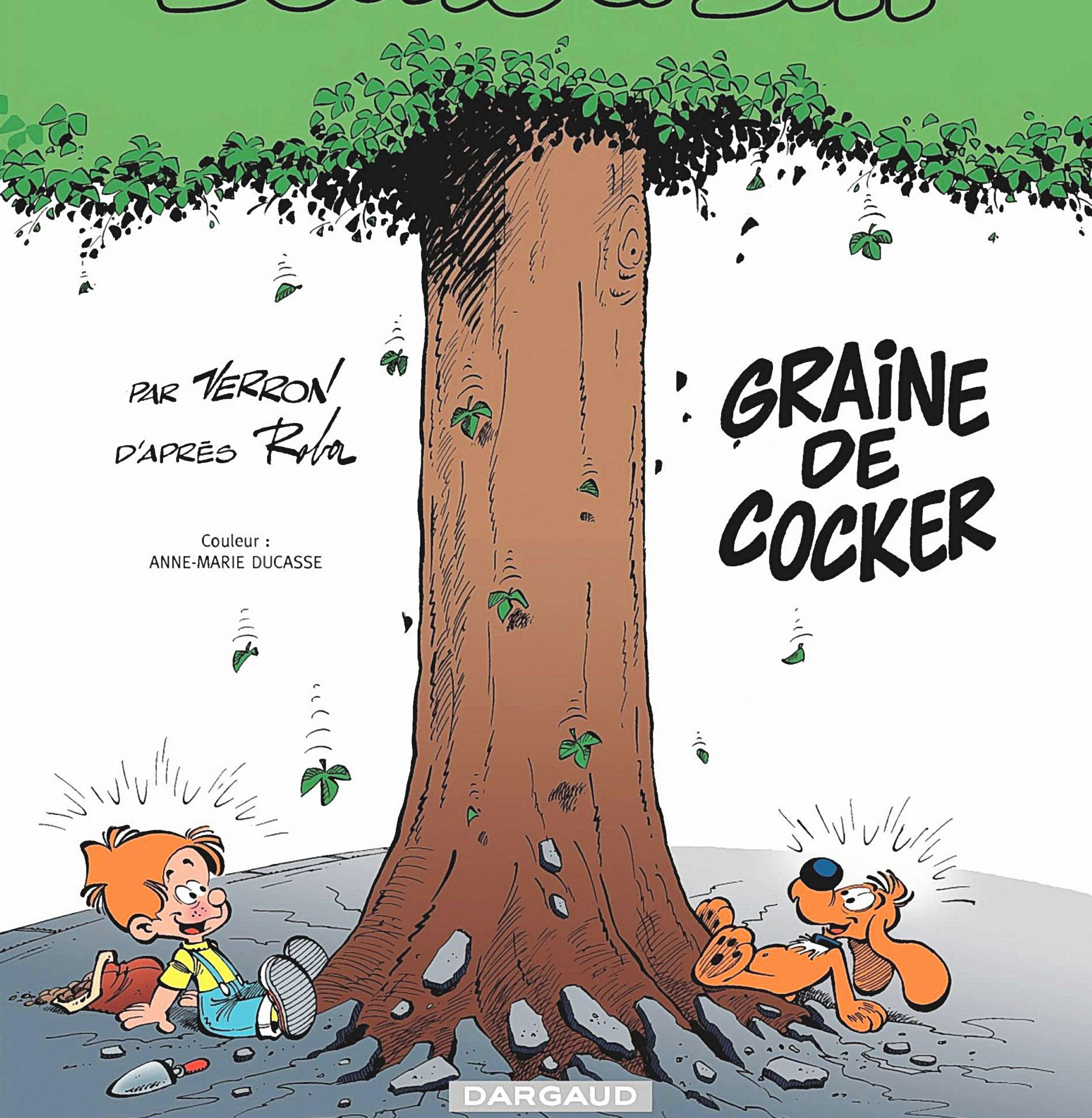
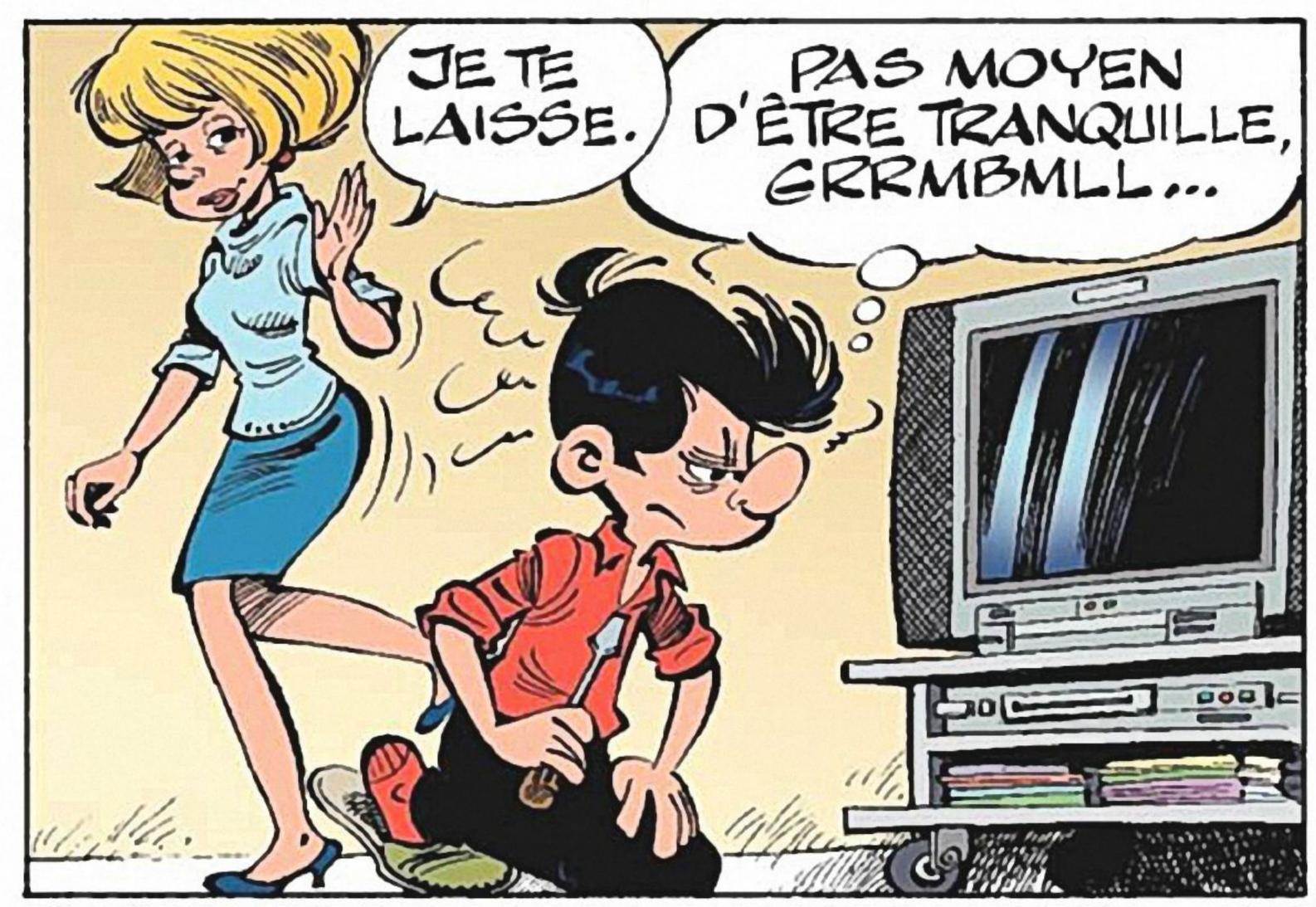


album nº 31 de BOULO & BALL

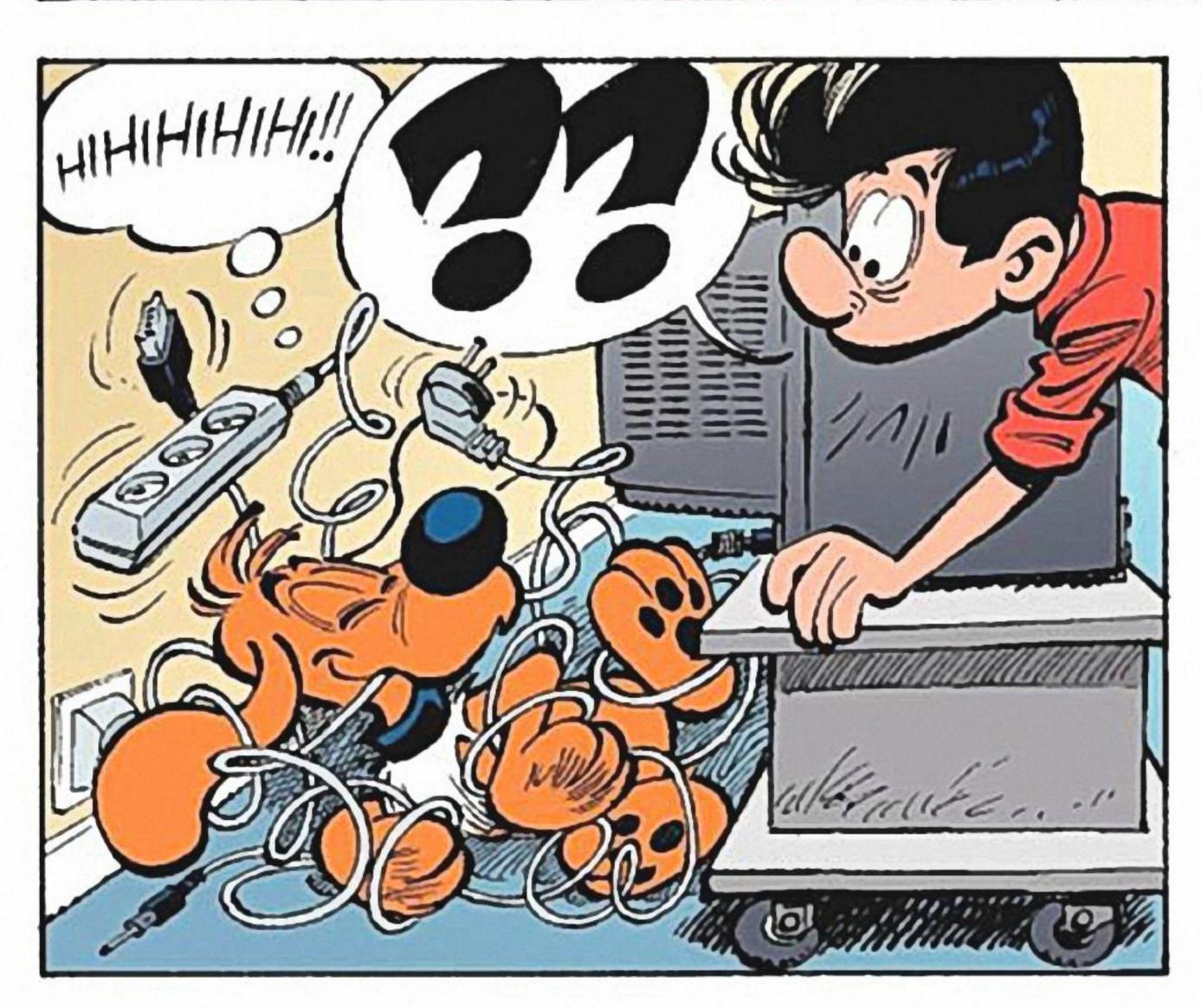






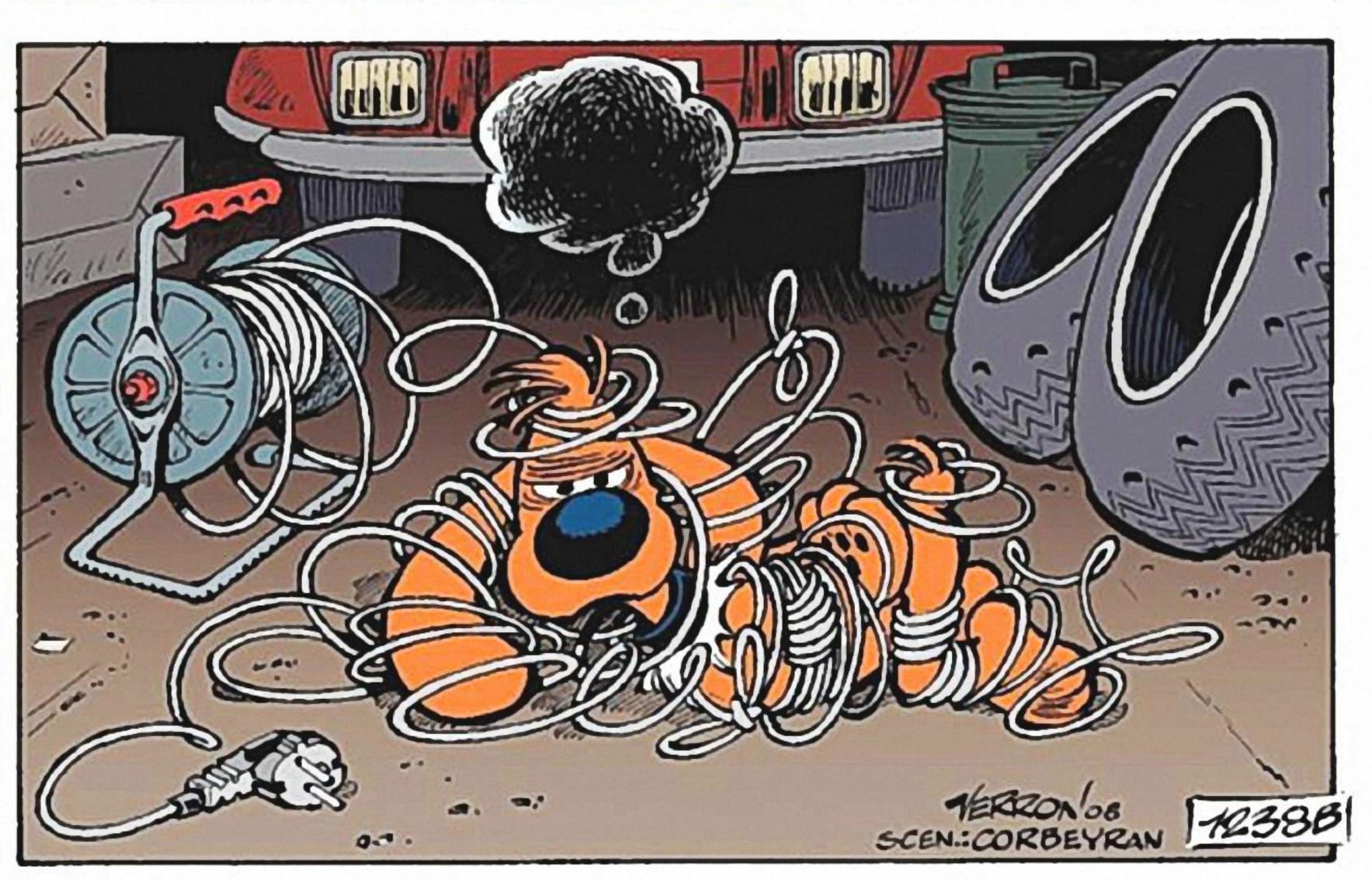


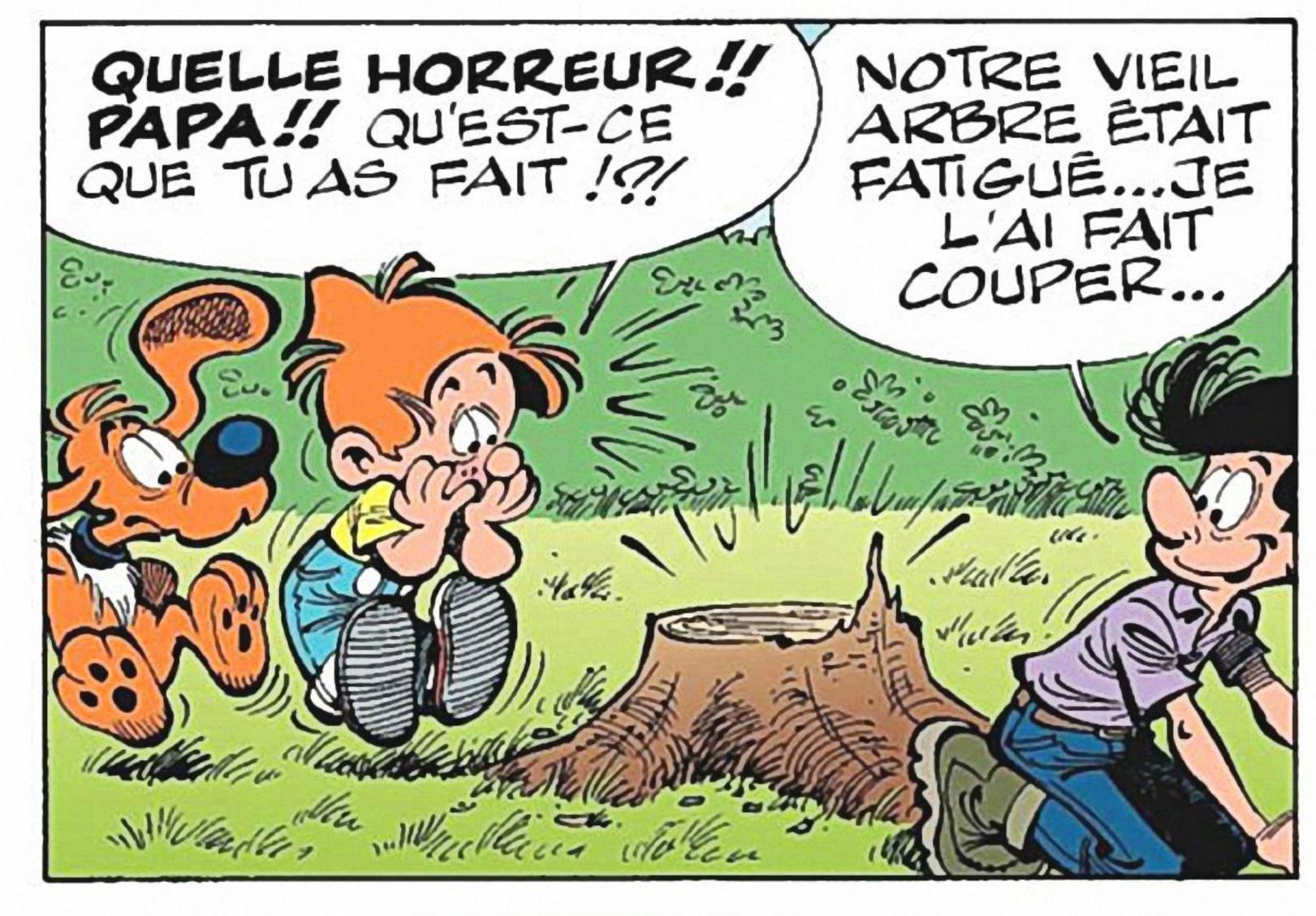


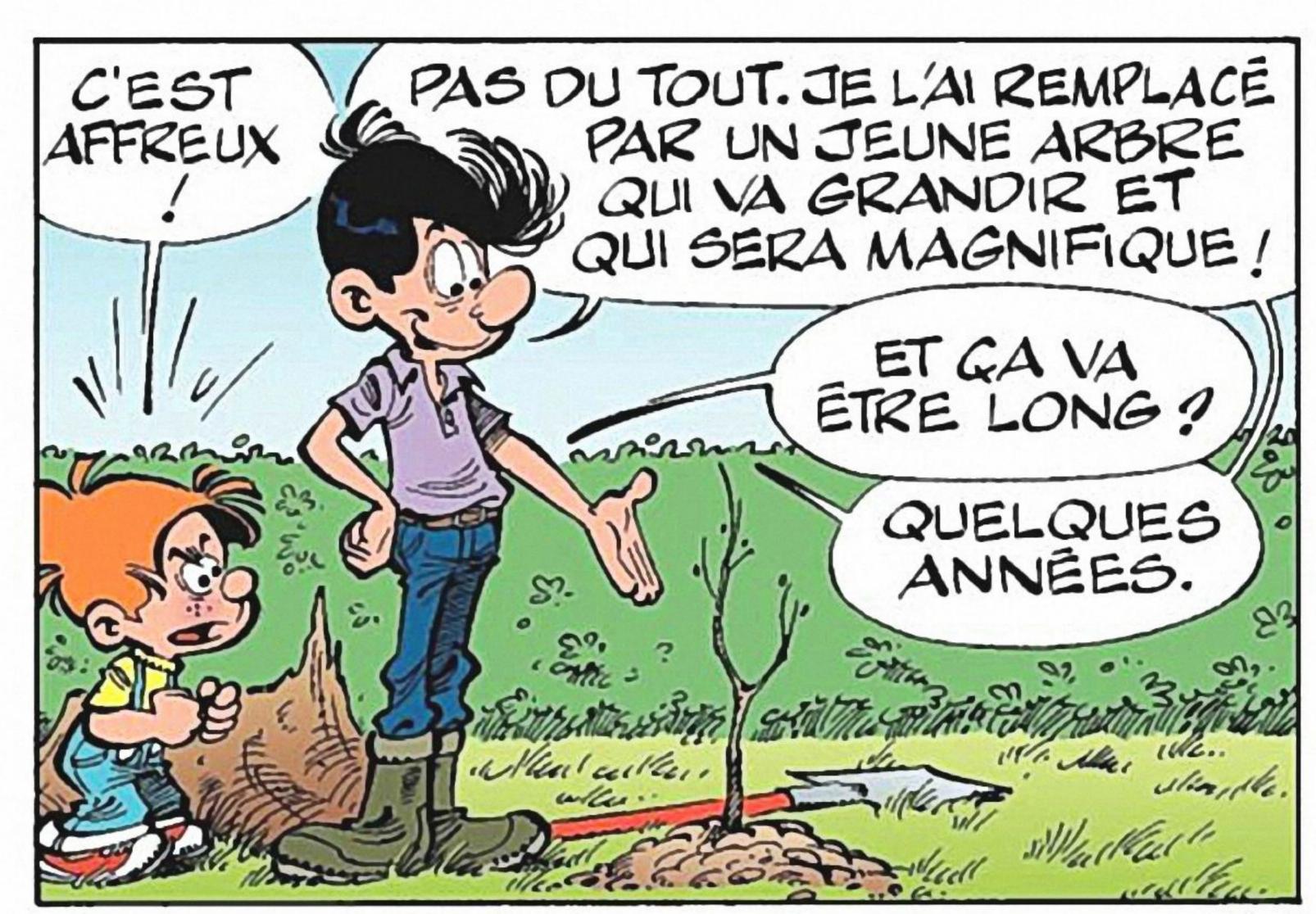






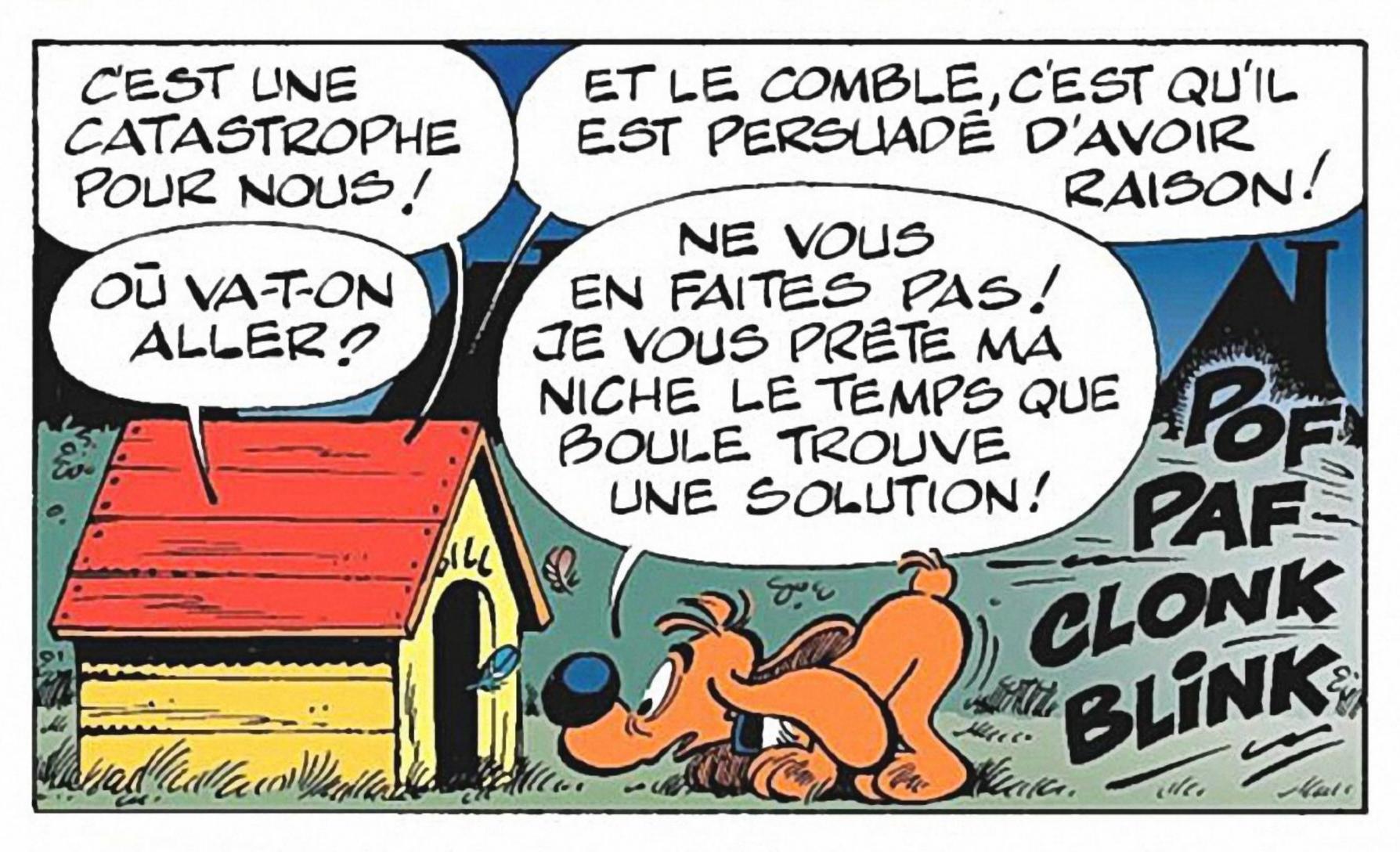


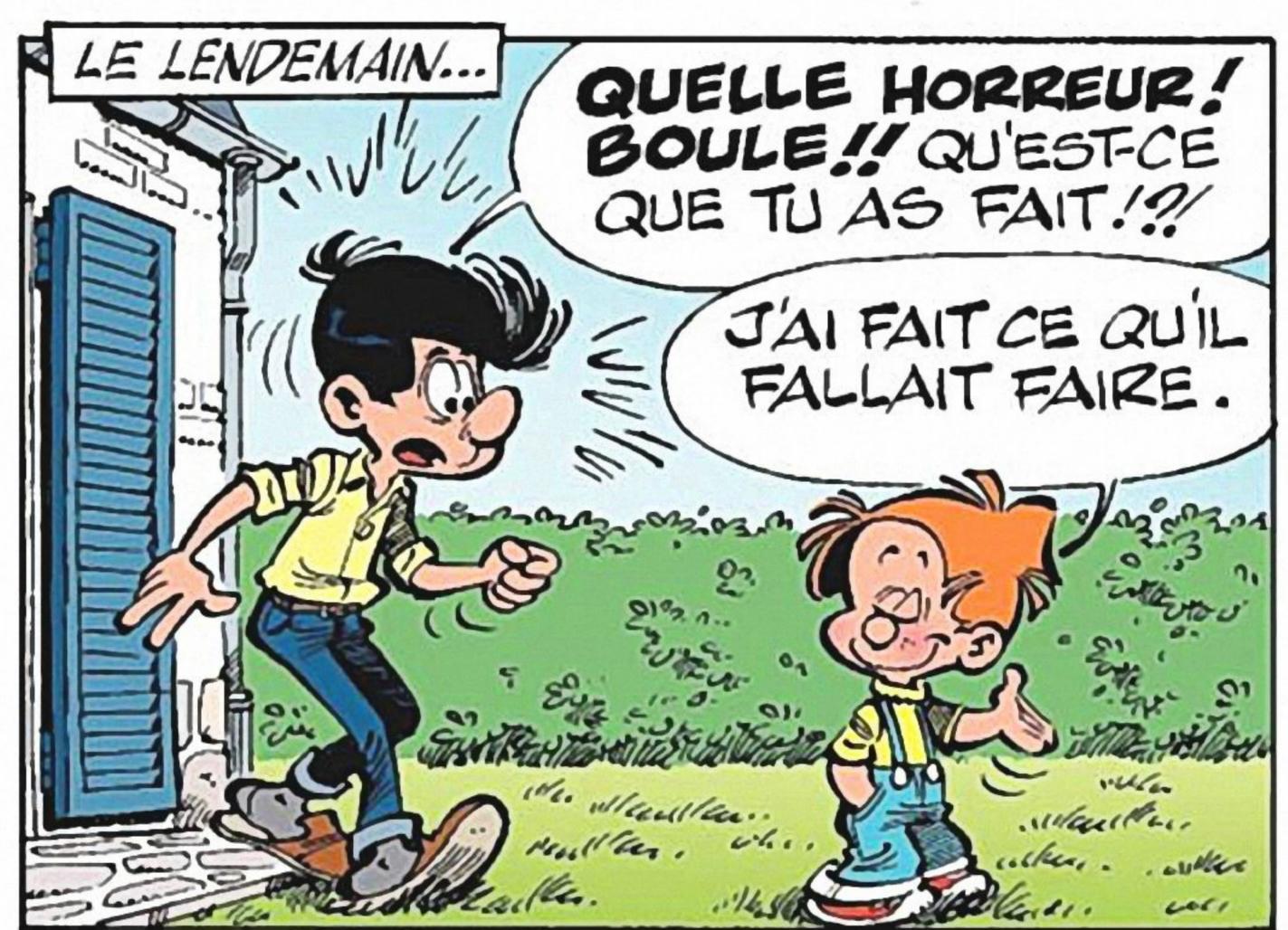


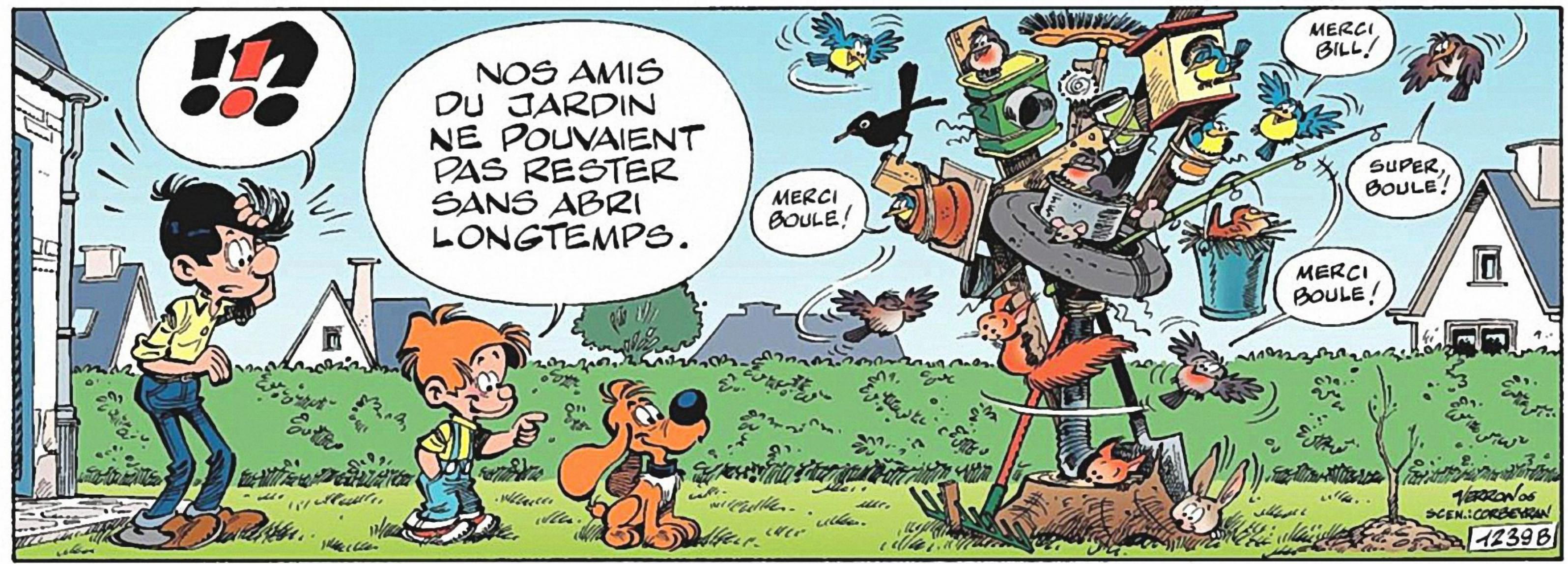


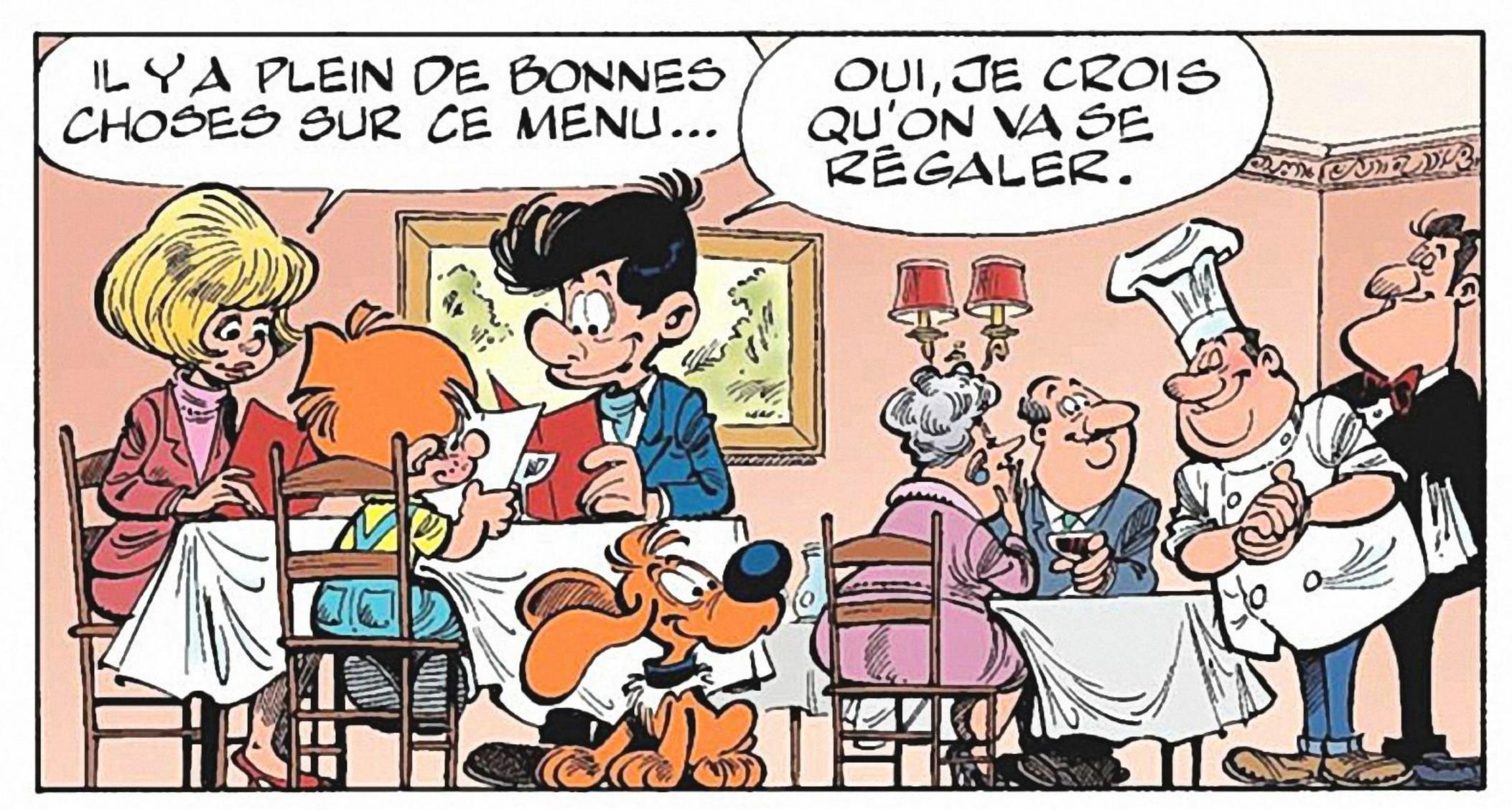




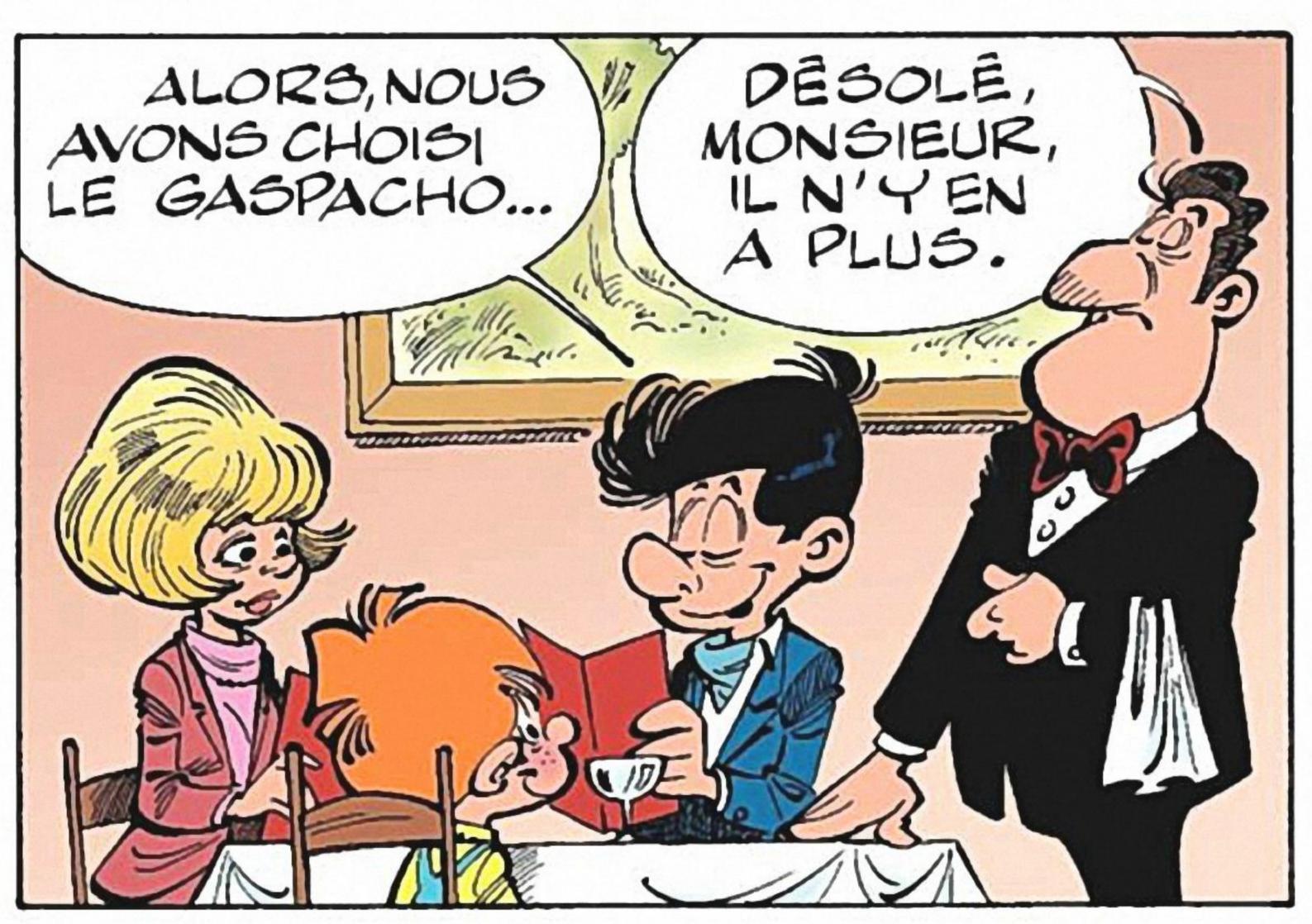
















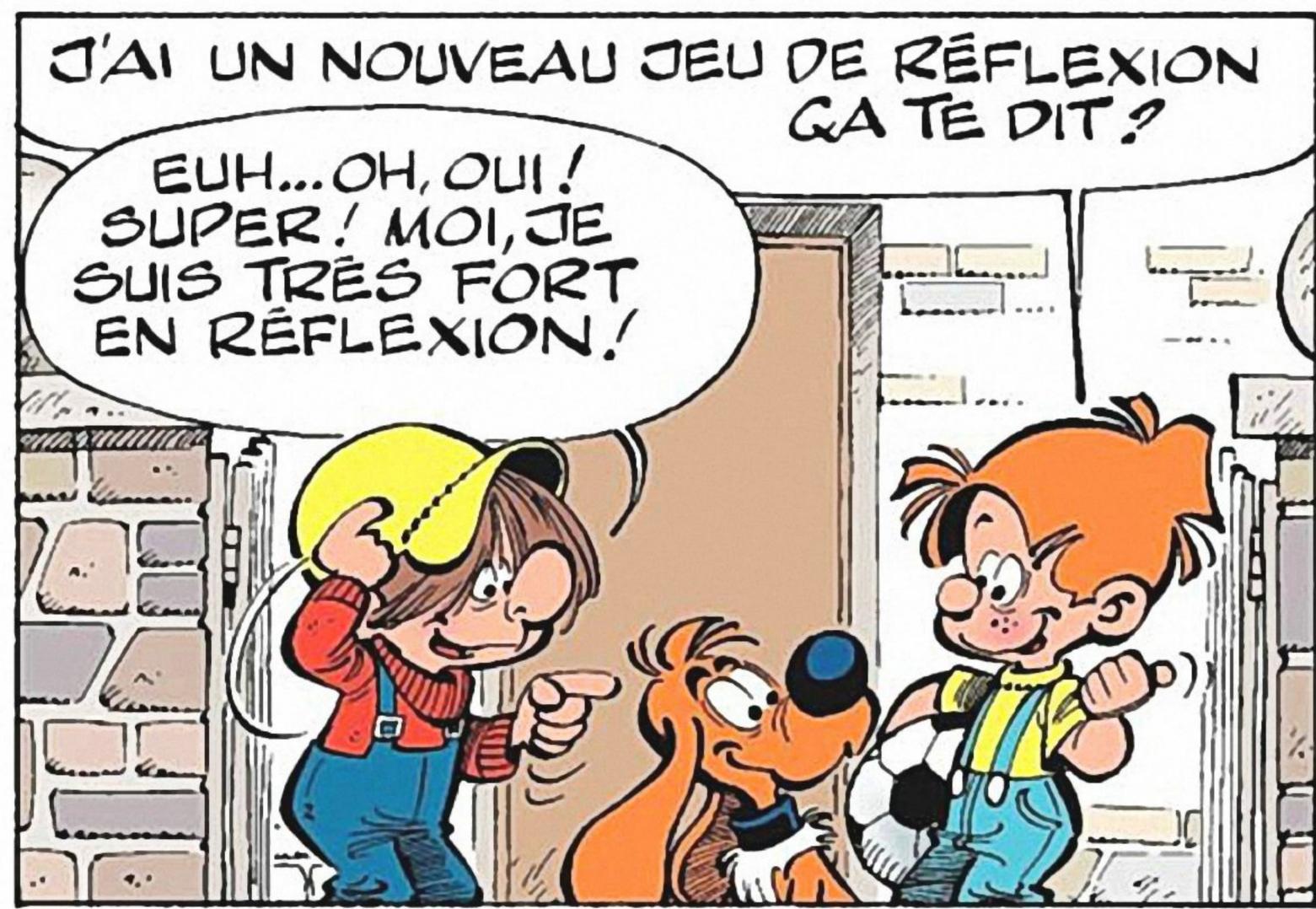










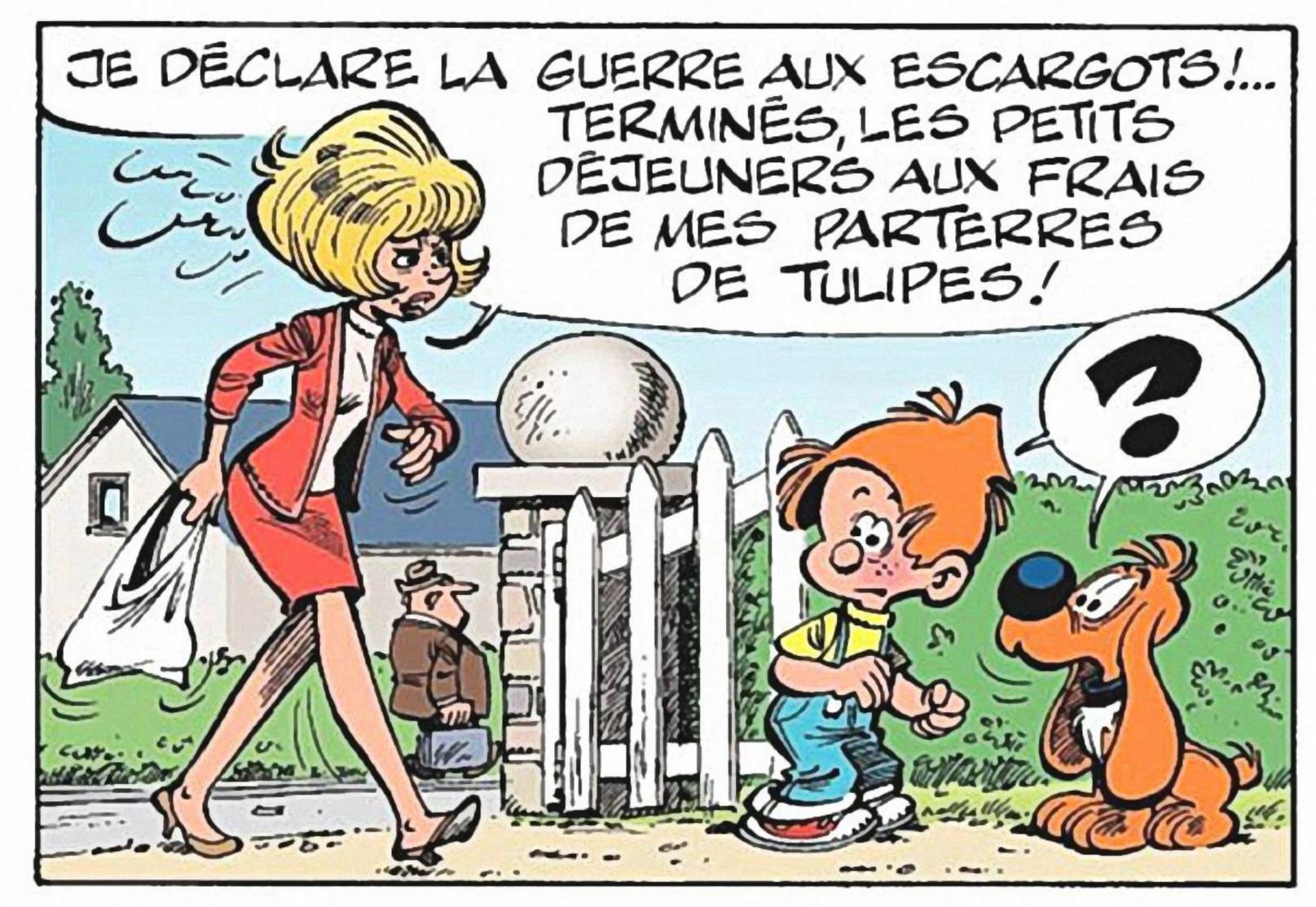




EH BIEN APRÉS: Celui qui obtient le plus grand nombre trois fois de suite, divisé par chiffre indiqué par son premier jet de dés multiplié par 50 commence la partie... Ensuite, s fait un chiffre pair et tombe sur une case jaune, il peut avancer son pion jusqu'à cette cas verte ici et tirer une carte dans le tas de cartes noires... Ces cartes donnent droit à de bonus. Mais attention, s'il tire une carte marquée d'un rond, il doit reculer de 3 cases e basser son tour 25 fois de suite... Il n'est sauvé que s'il a fait un double 6. Dans ce cas, il n' recule pas, il saute 5 cases et joue 12 fois de suite. Si, en revanche, il tombe sur une cas verte, il doit tirer une carte blanche et lire les indices qui lui permettront de savoir ce qui doit faire pendant les 11 tours restants. Celui qui tire le plus de cartes en faisant le moins d ours obtient un bonus de 2 points... En fait, le jeu consiste à rejoindre l'arrivée, et









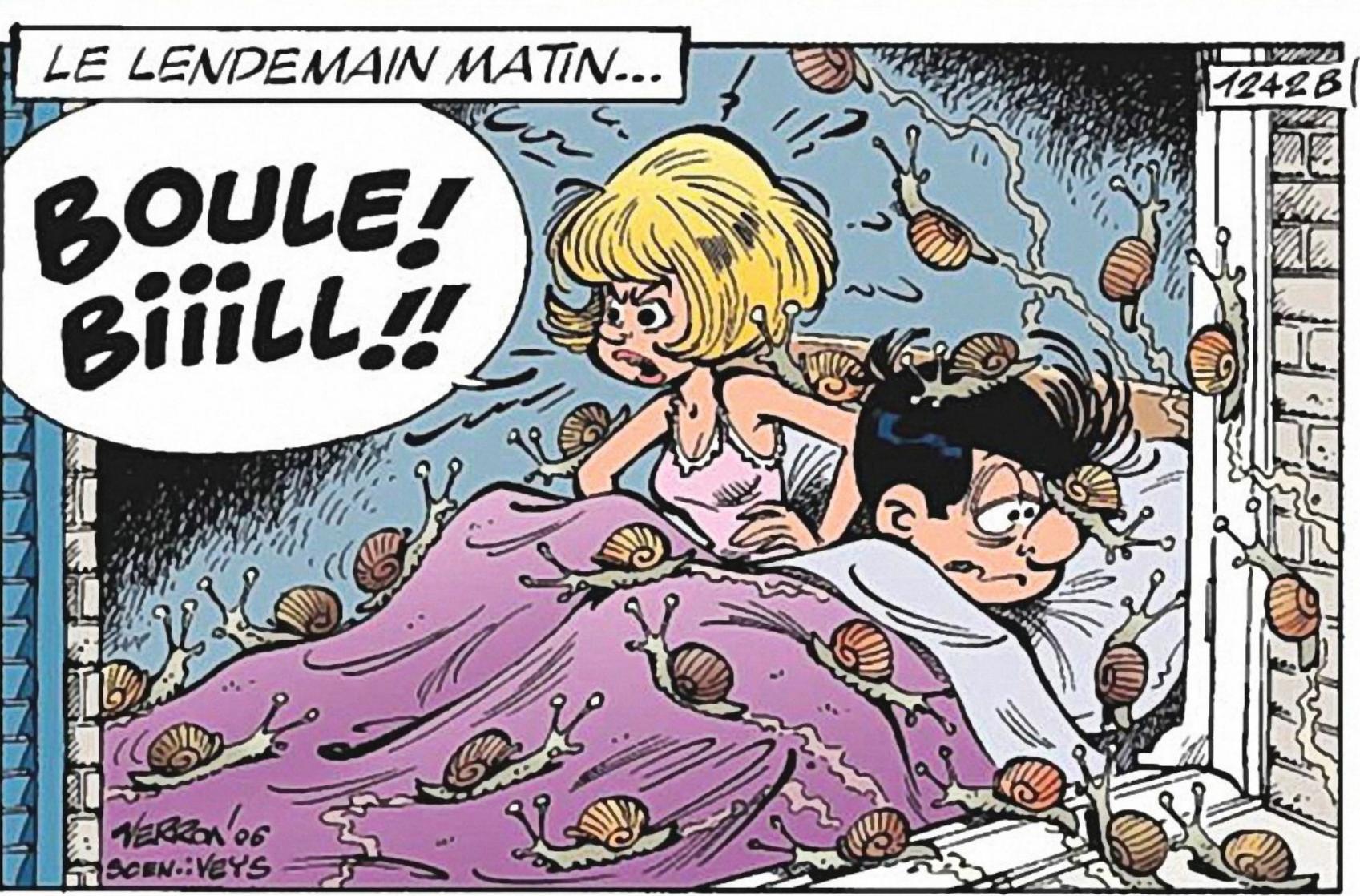






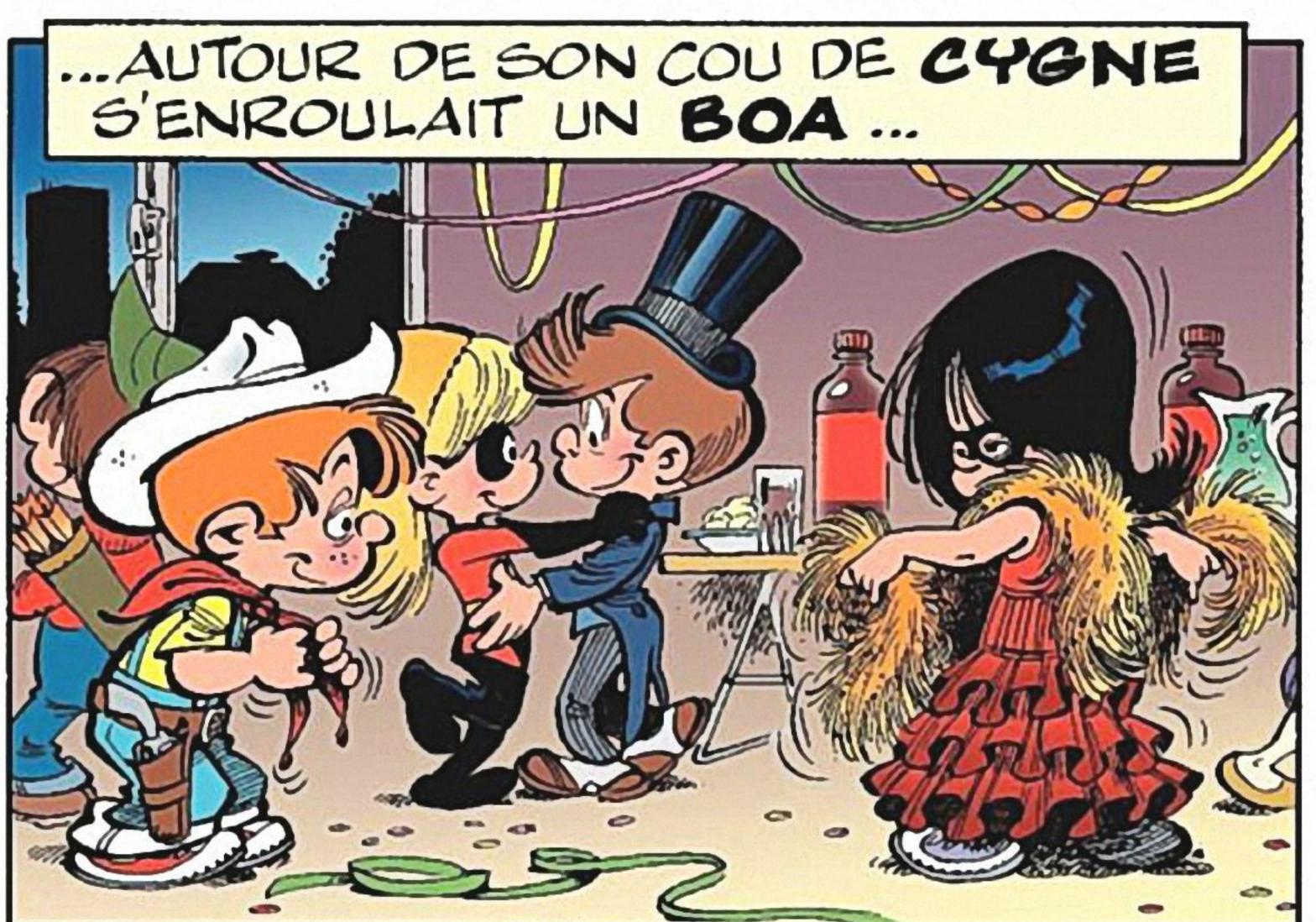


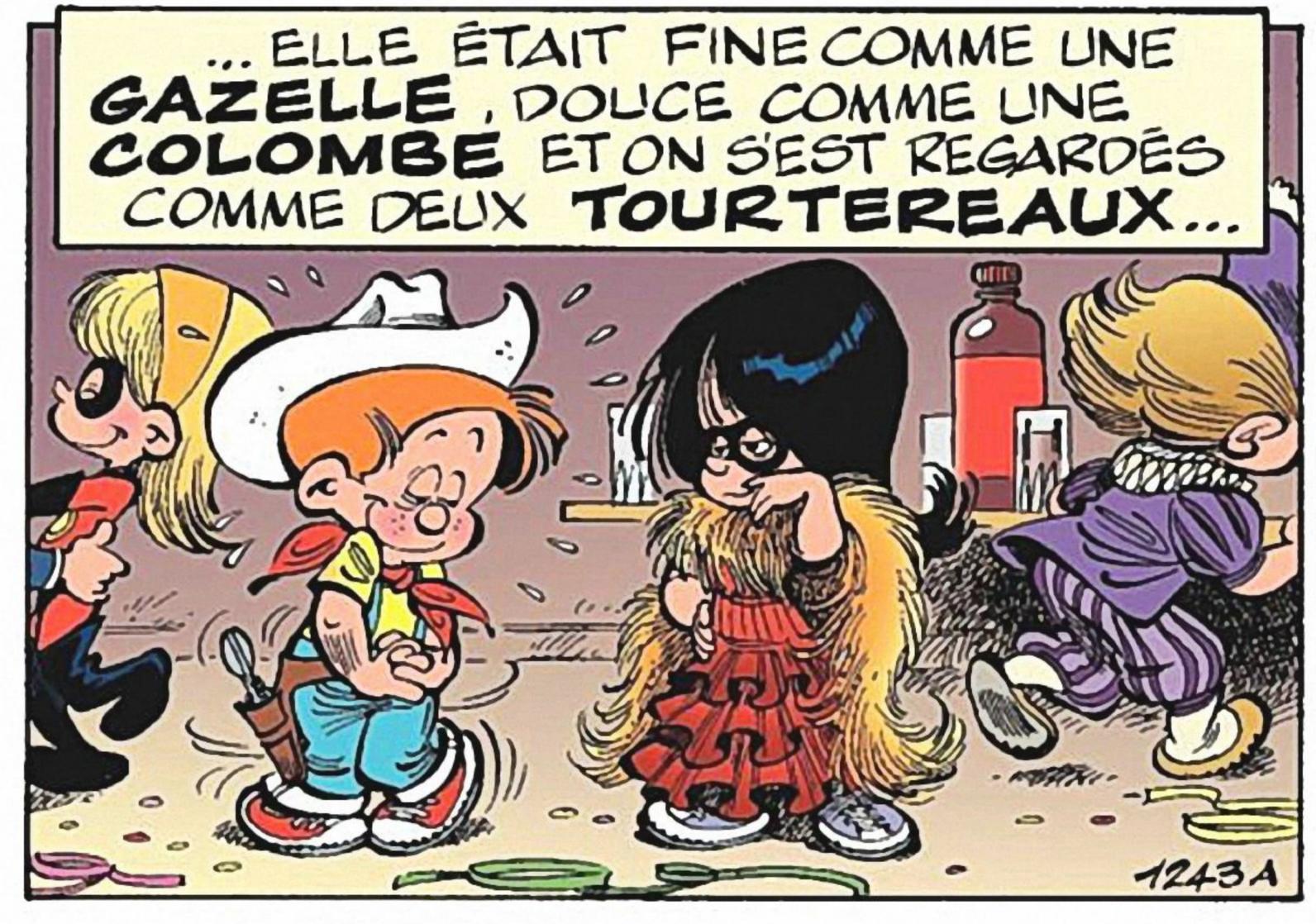




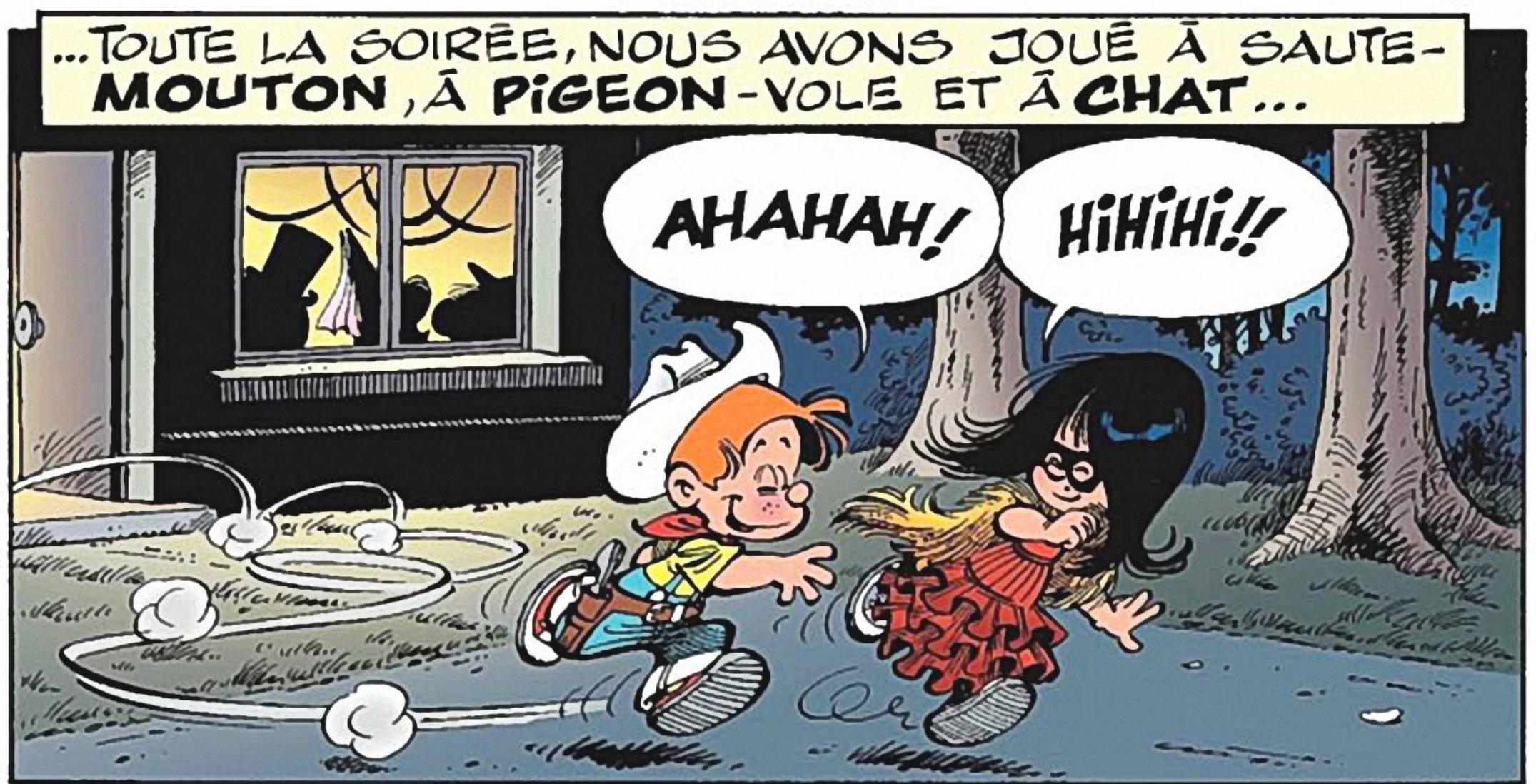




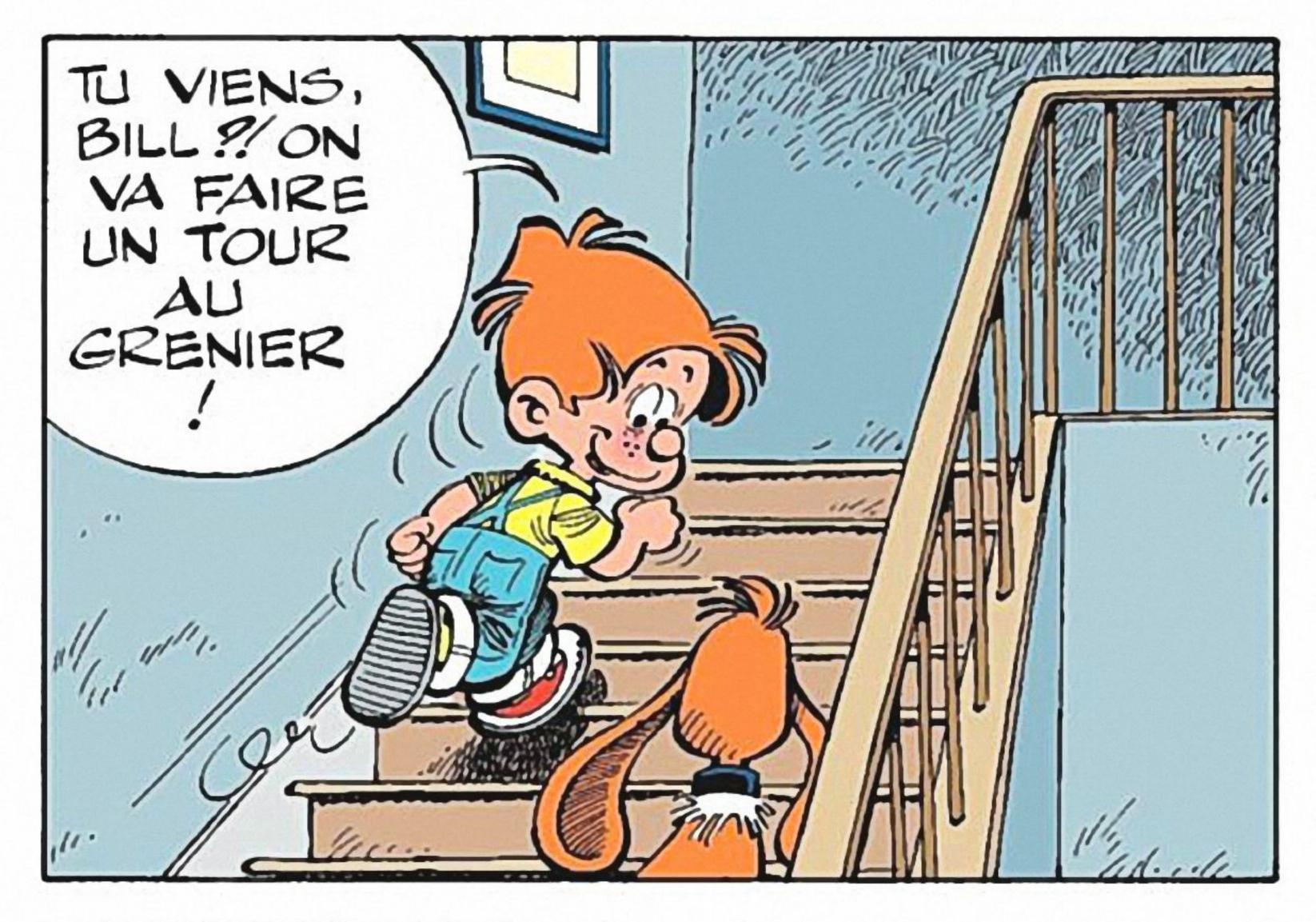






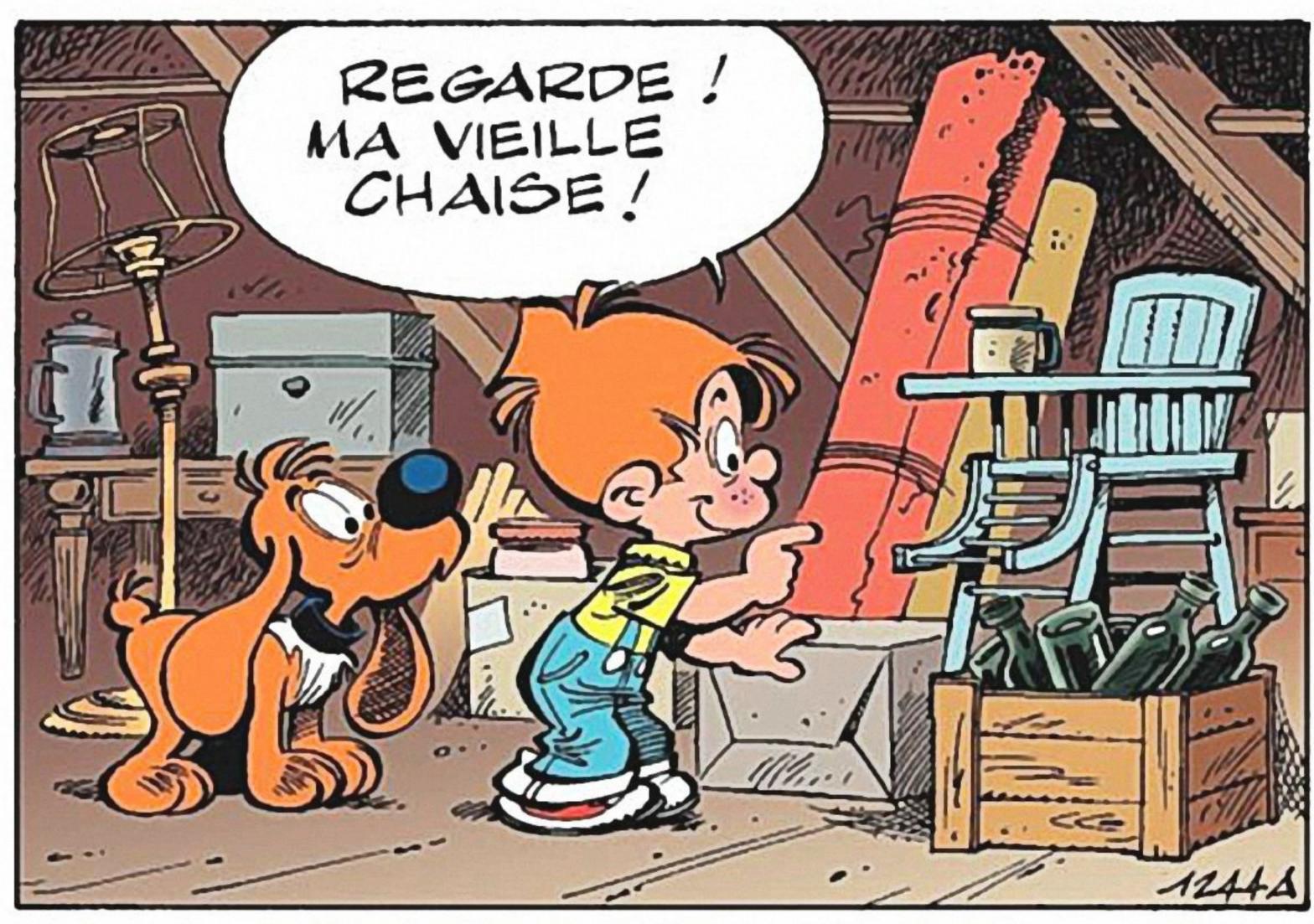




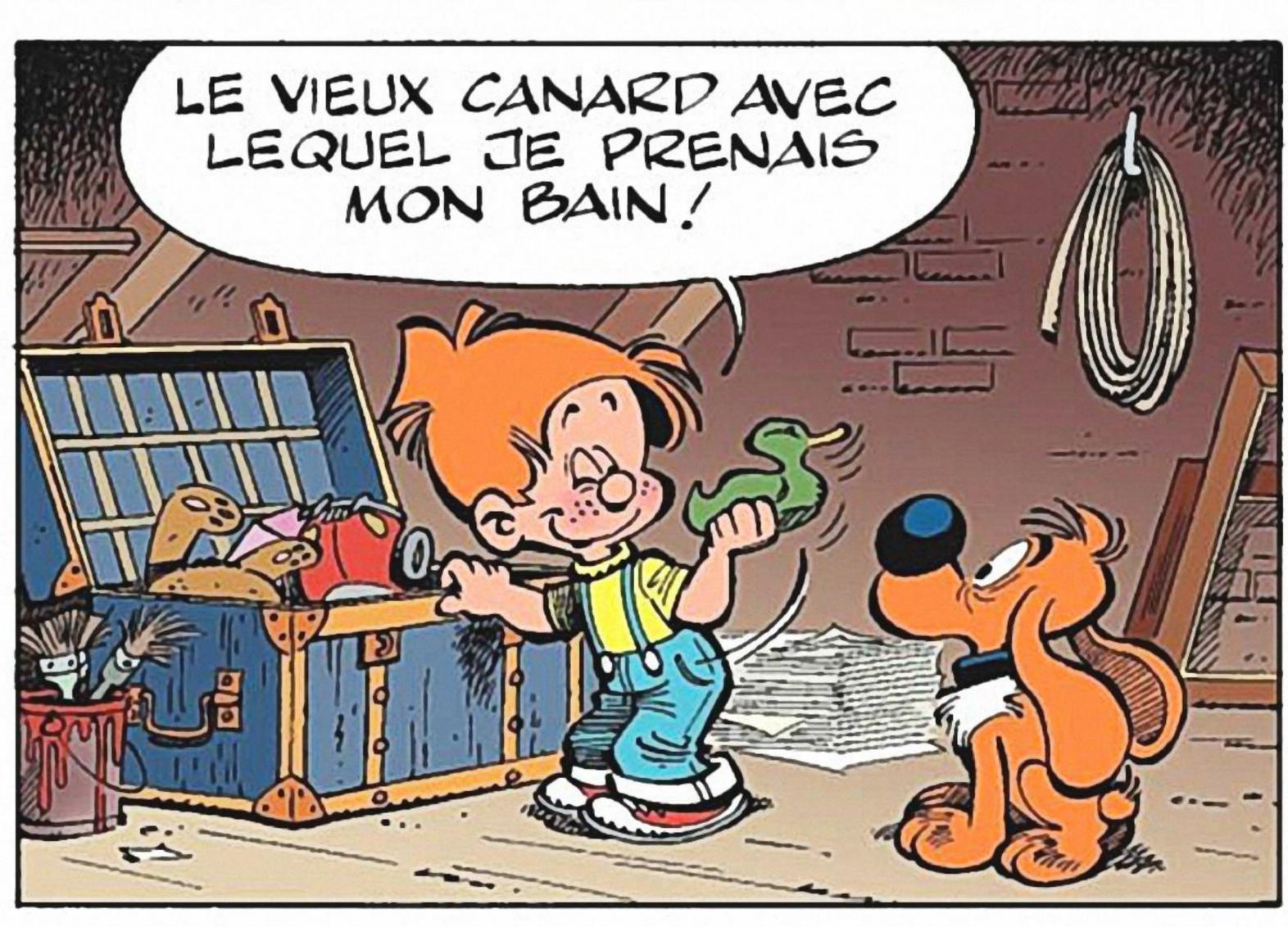




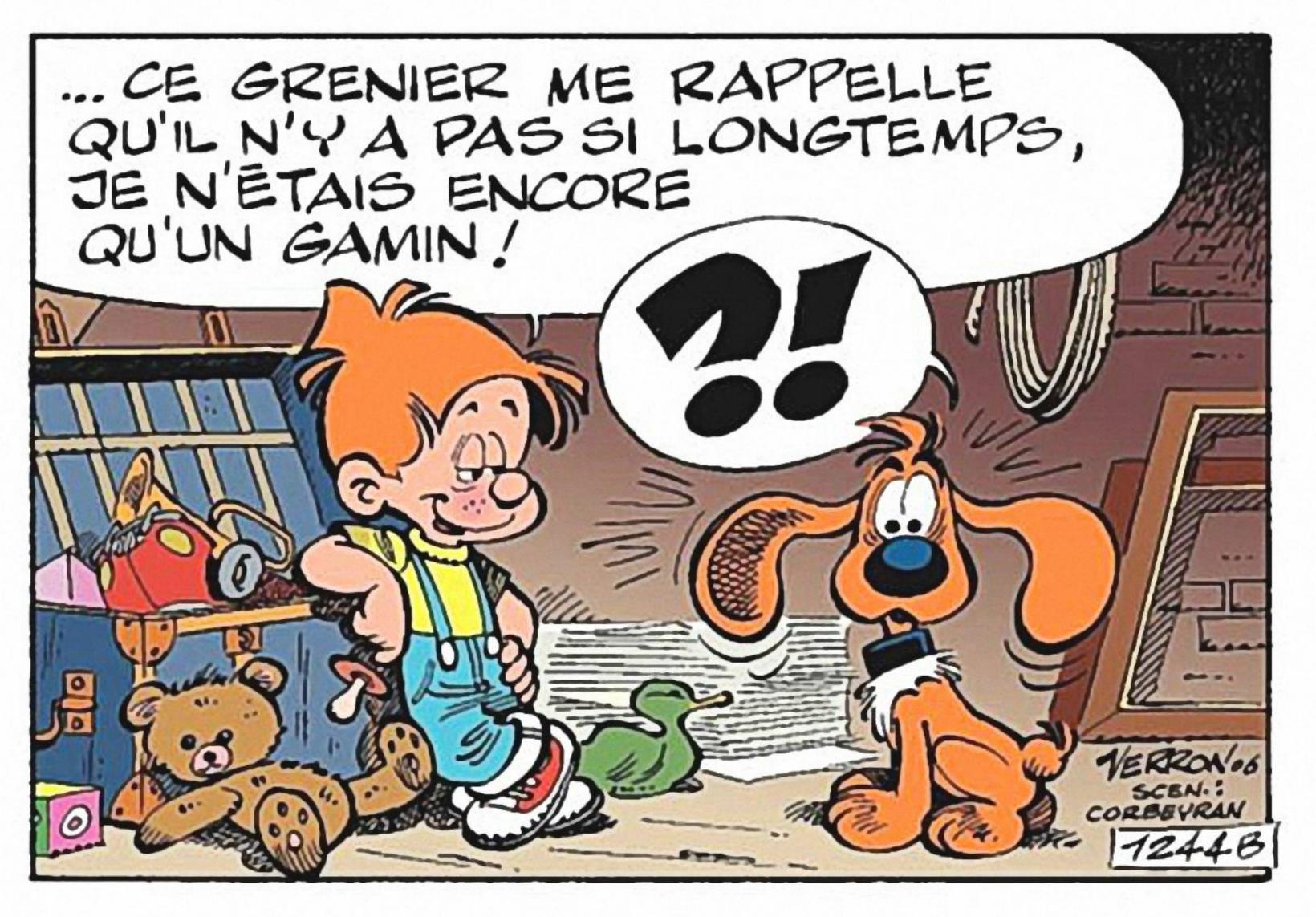








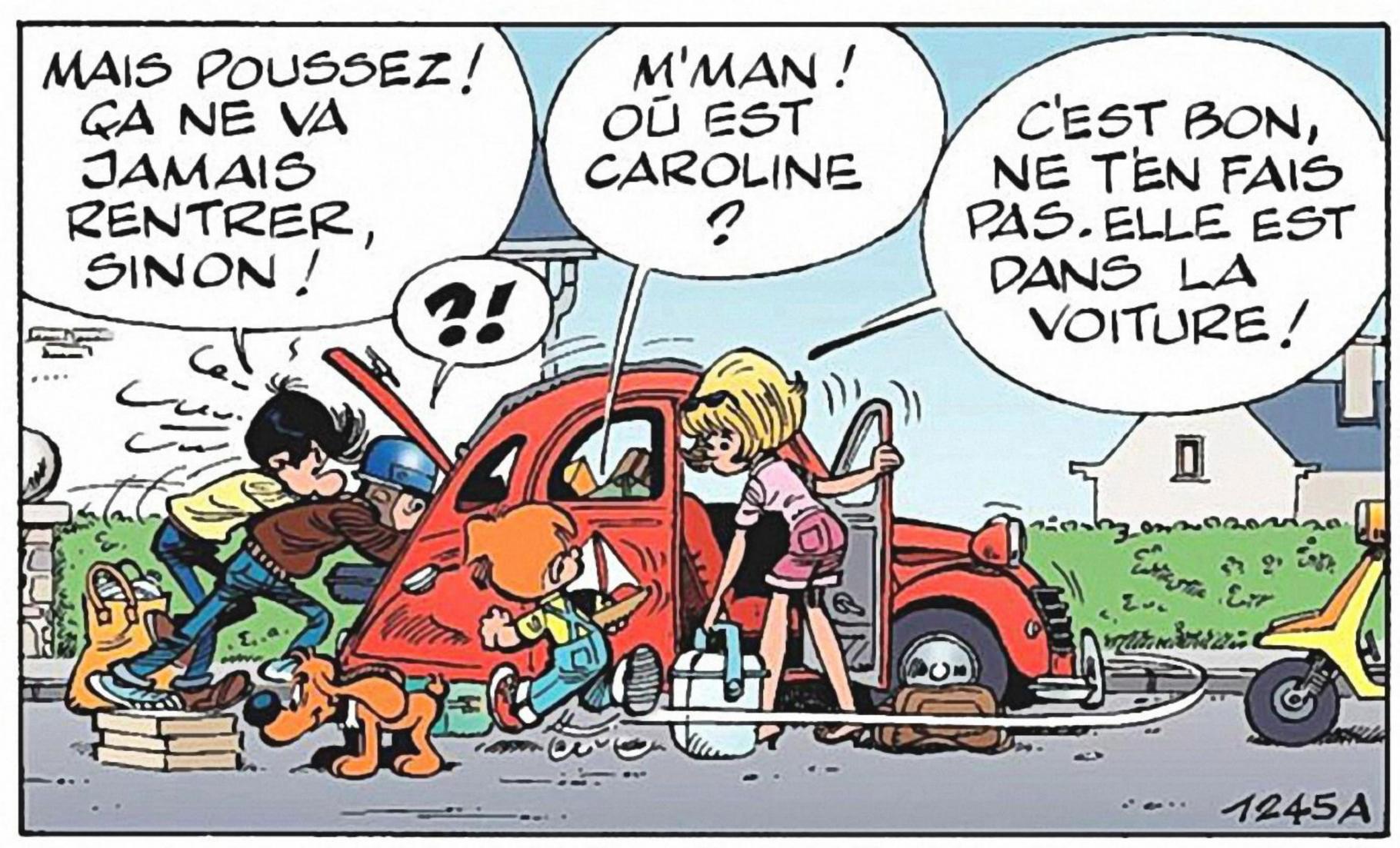


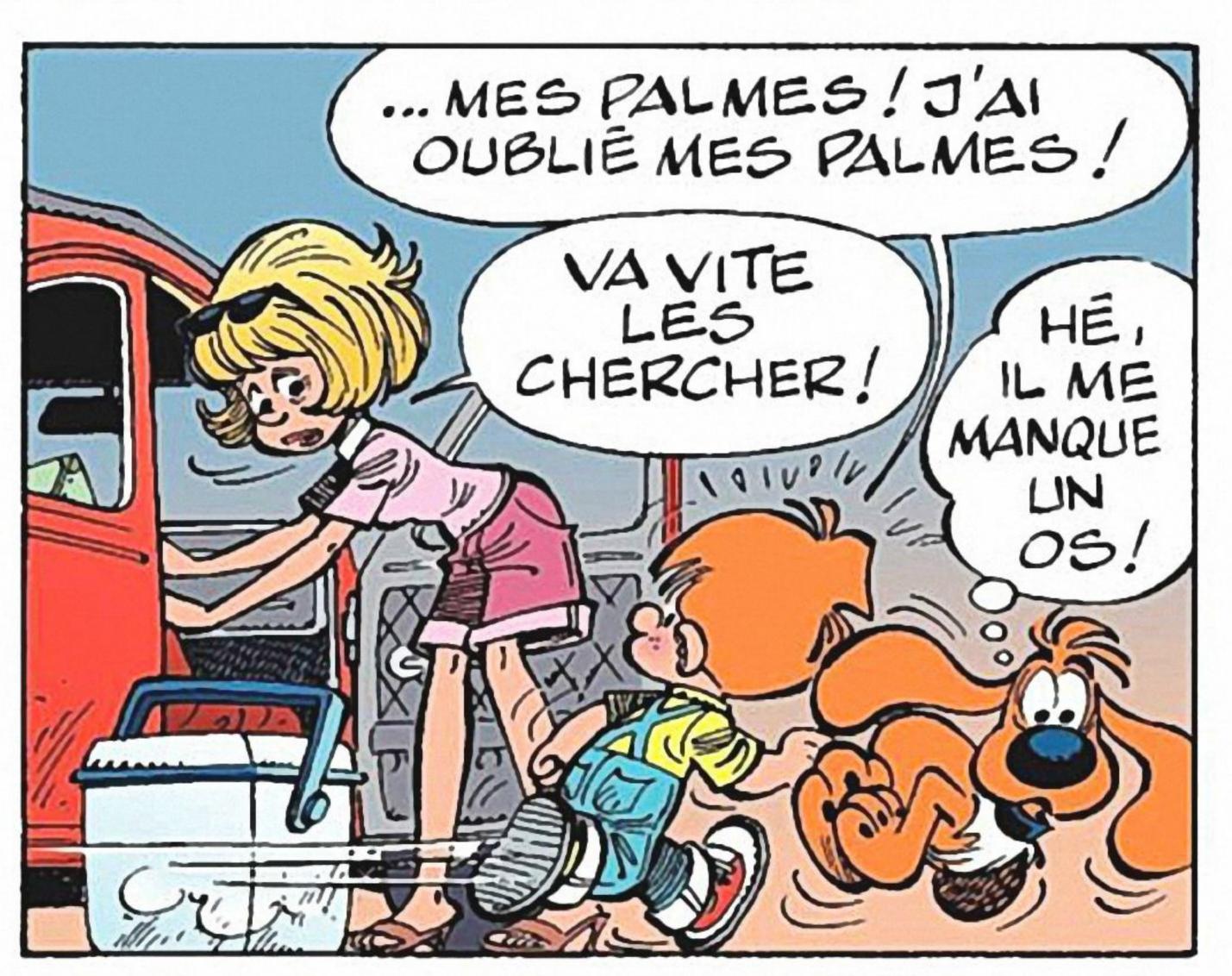




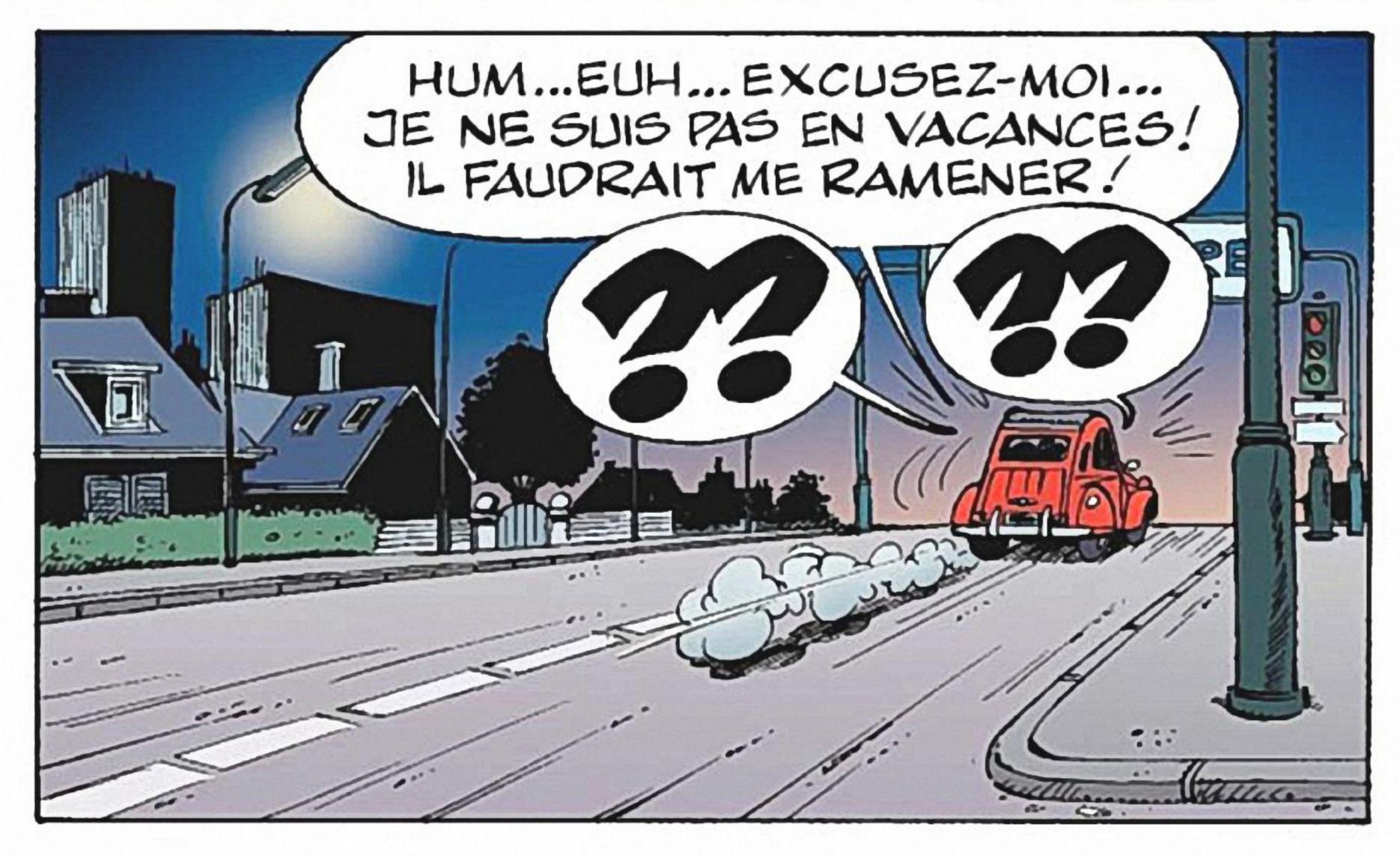




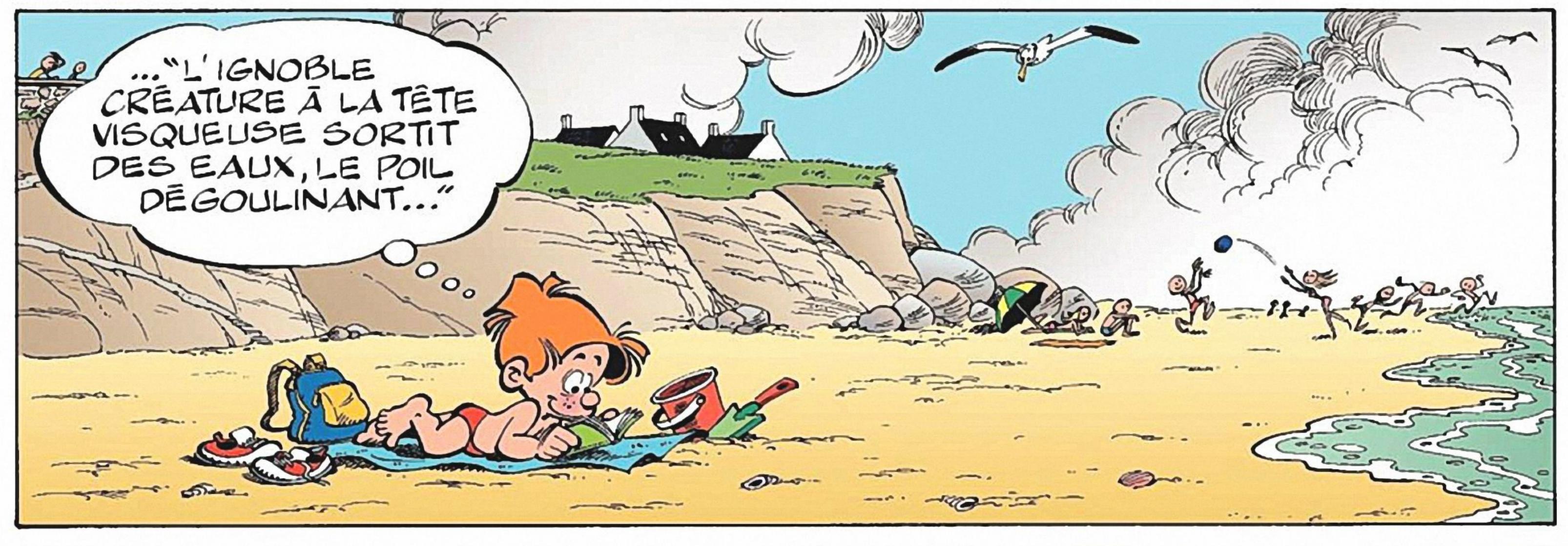






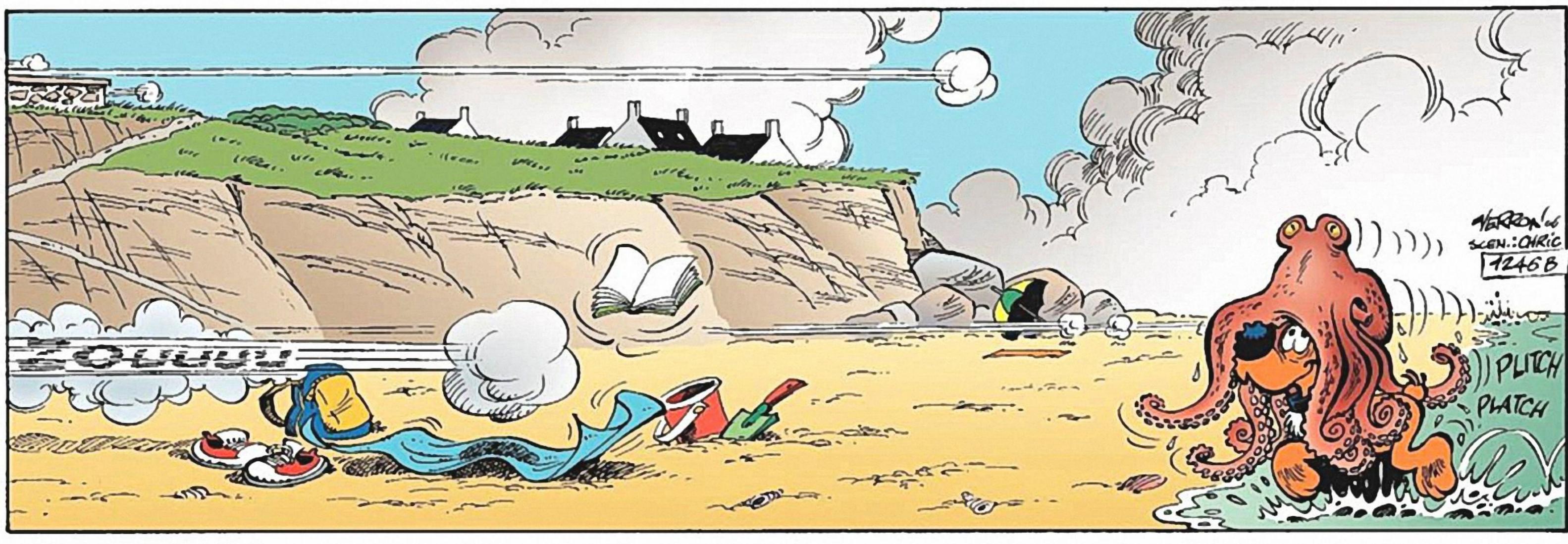








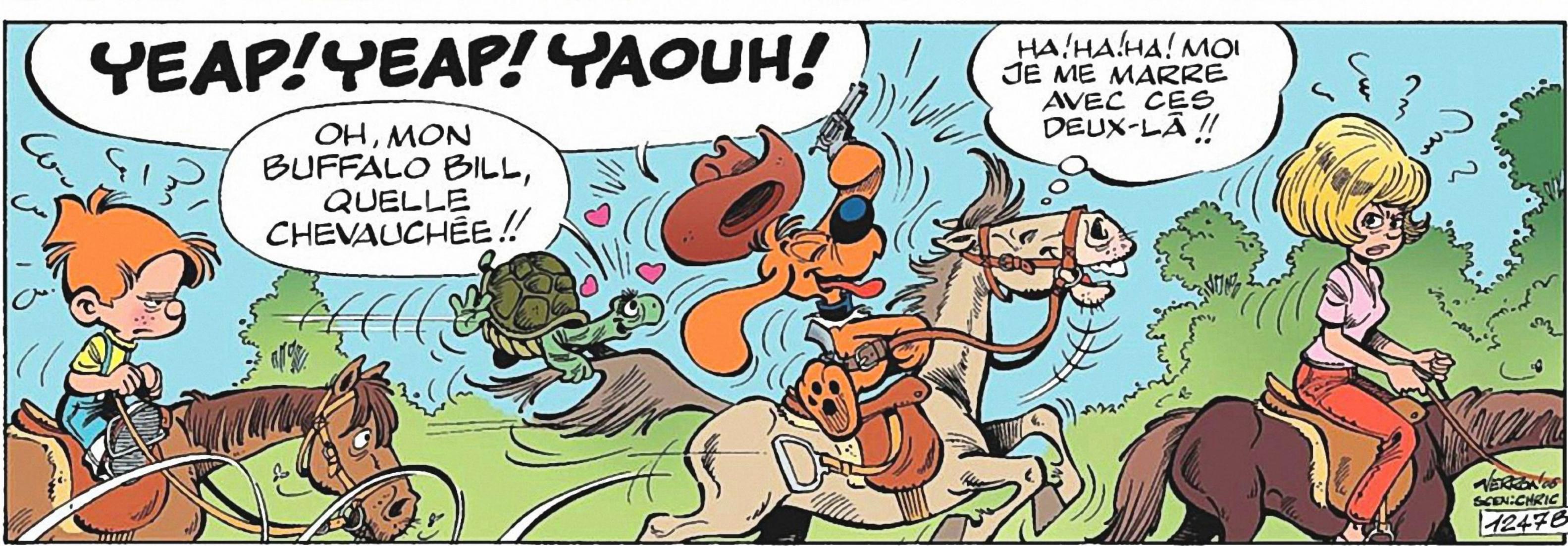




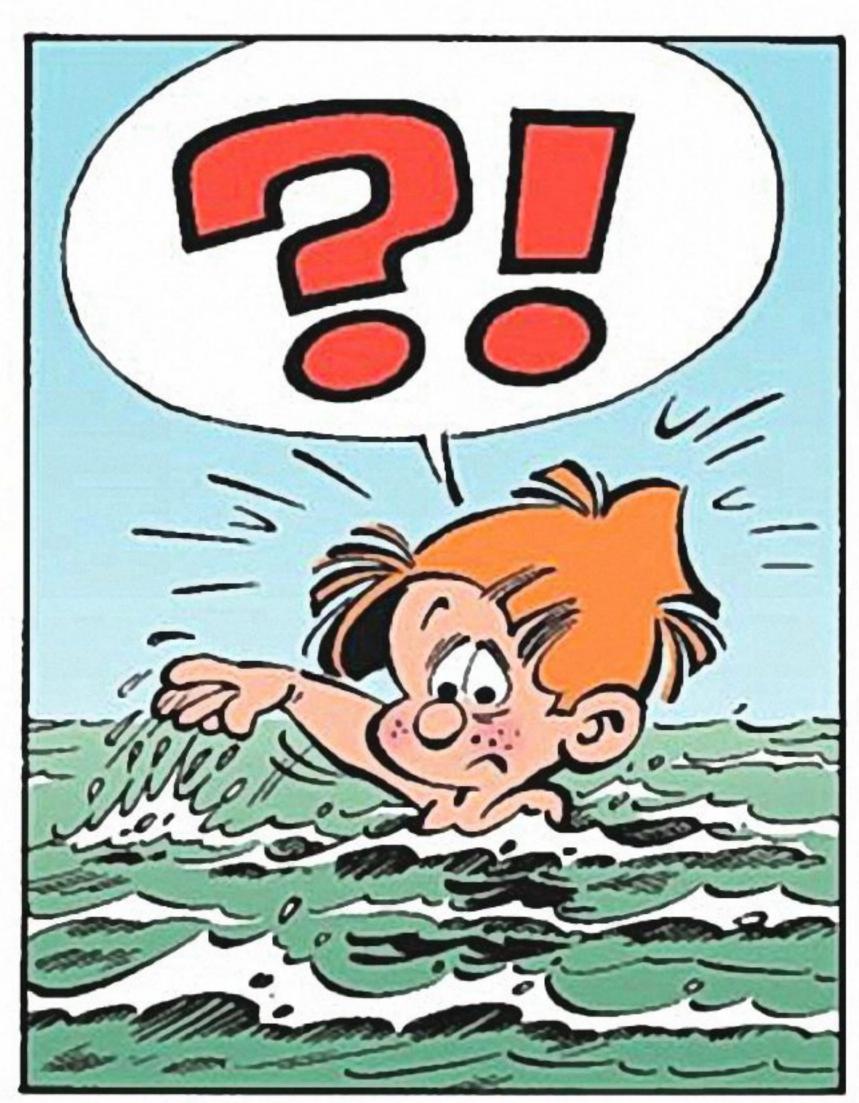


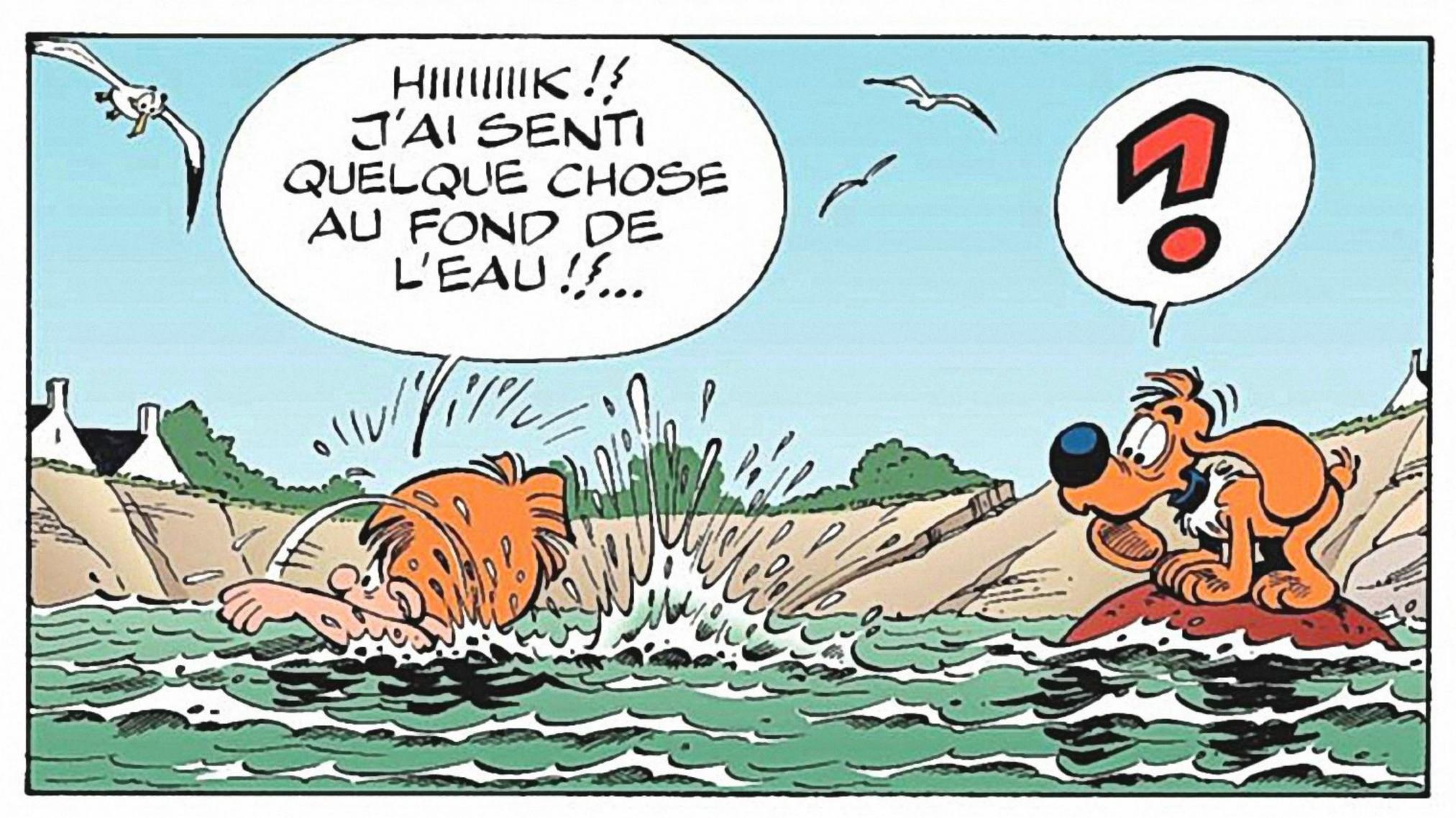






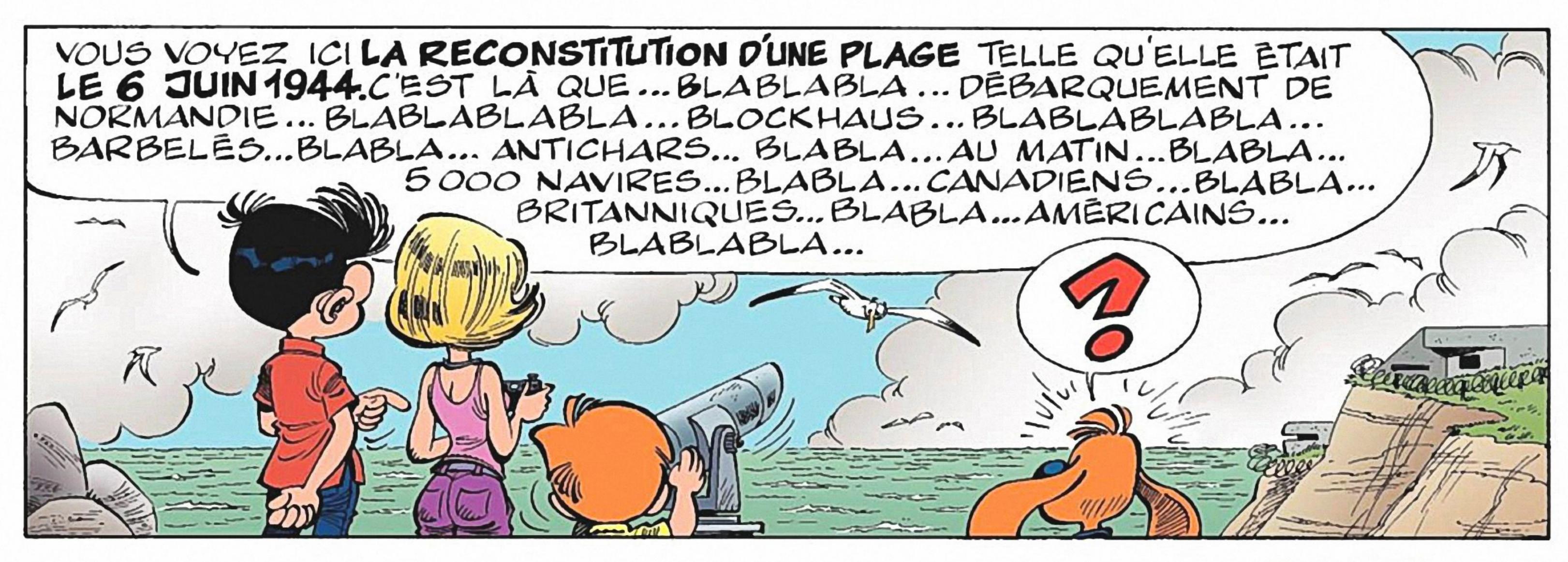




















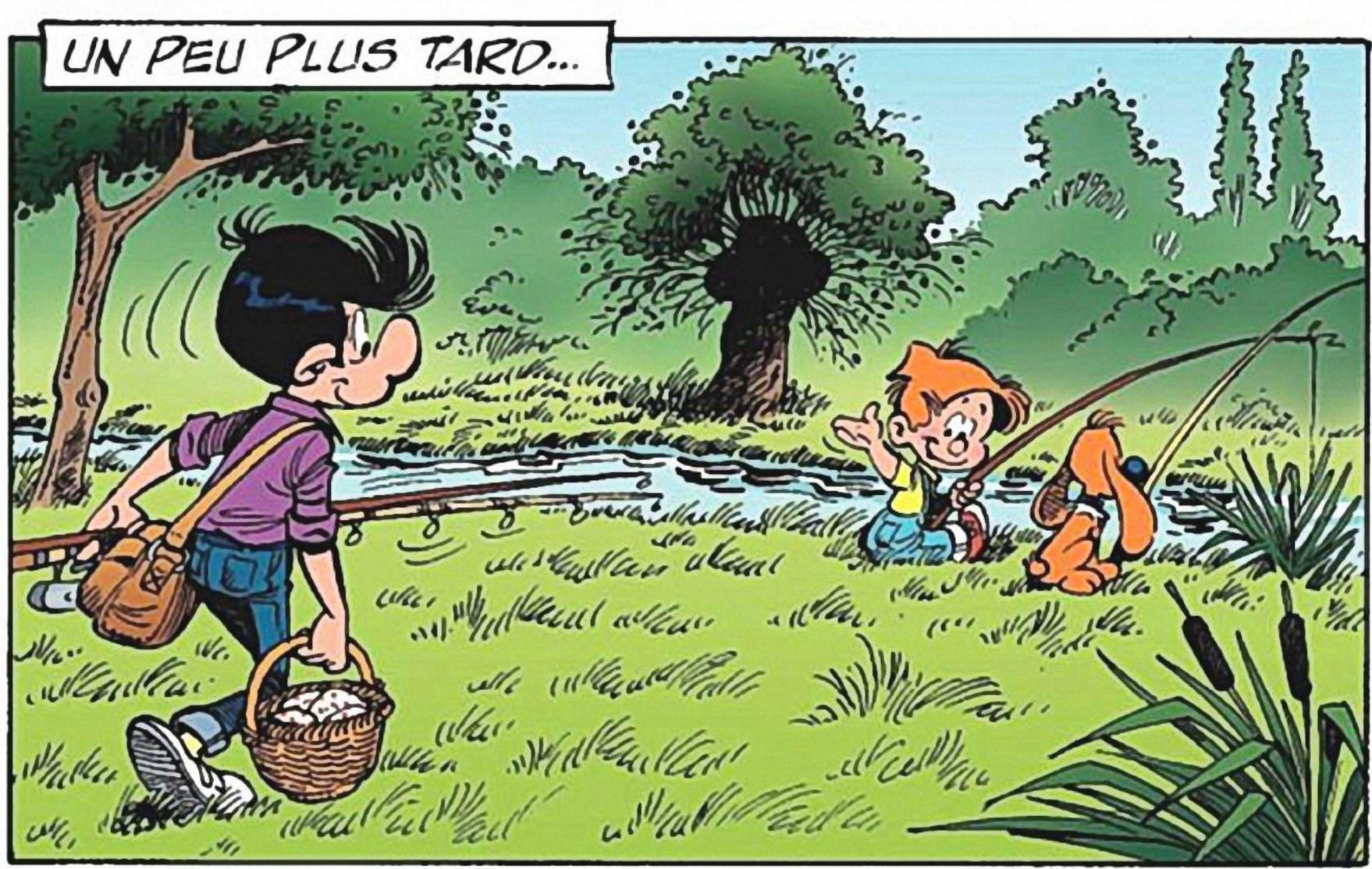












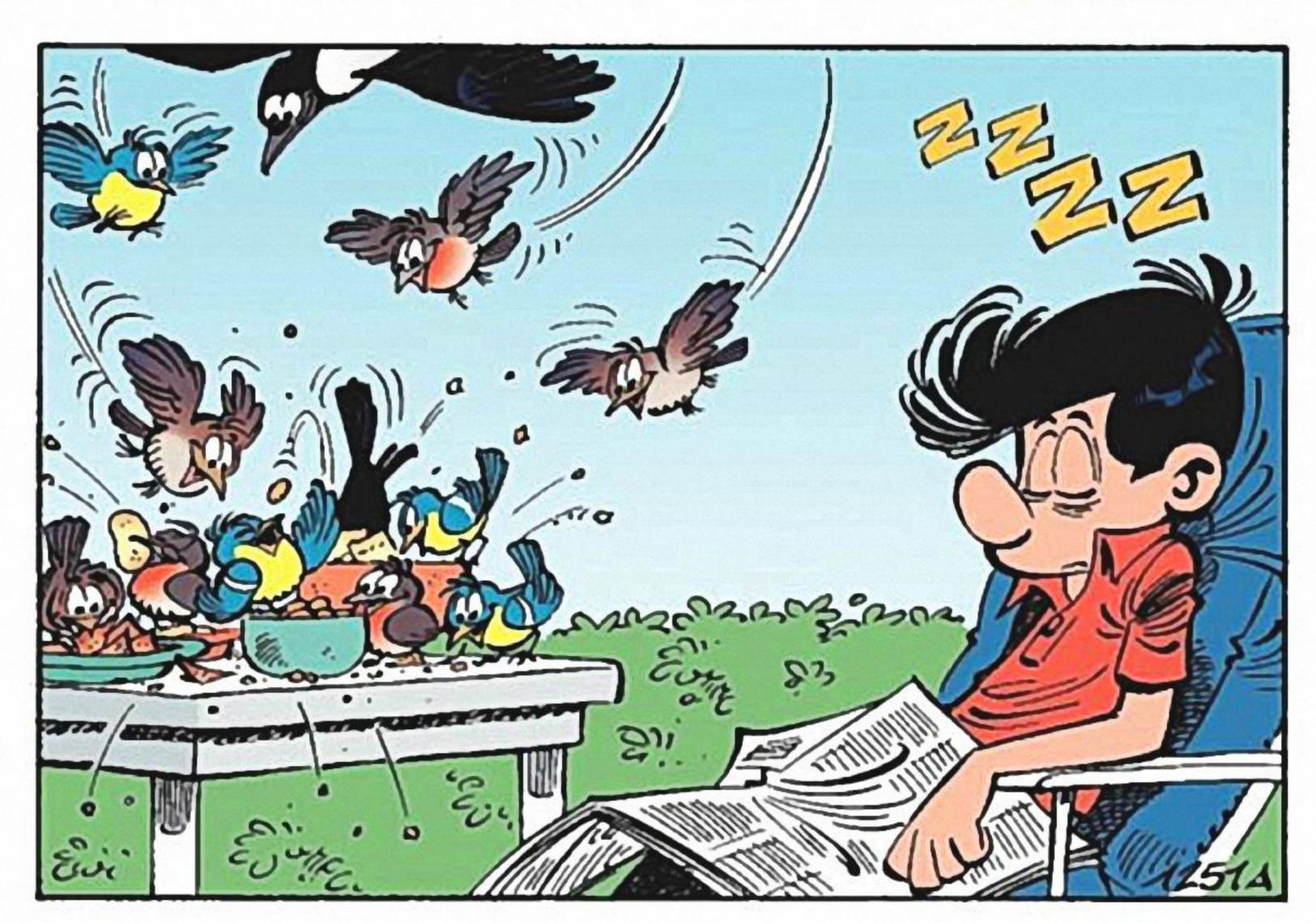




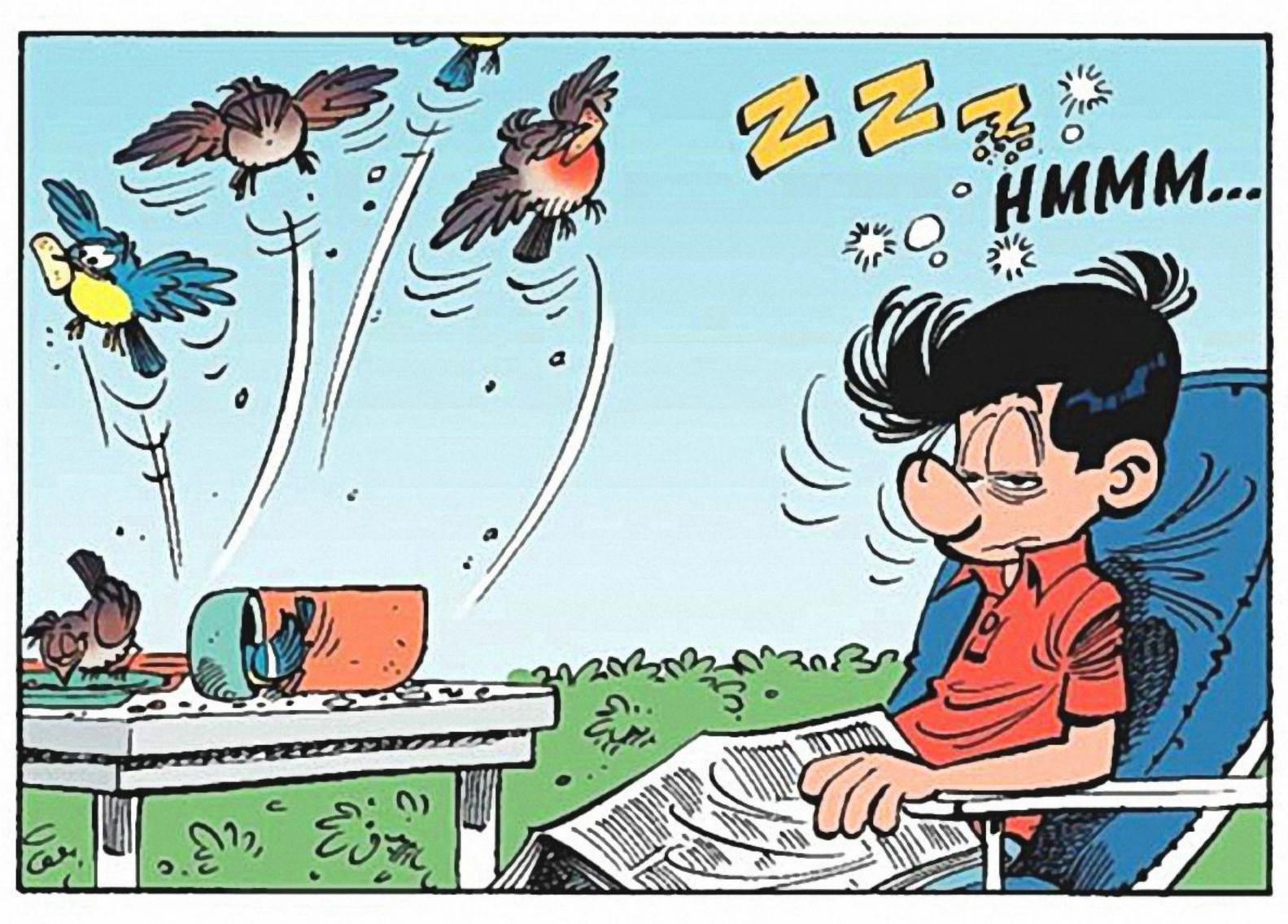








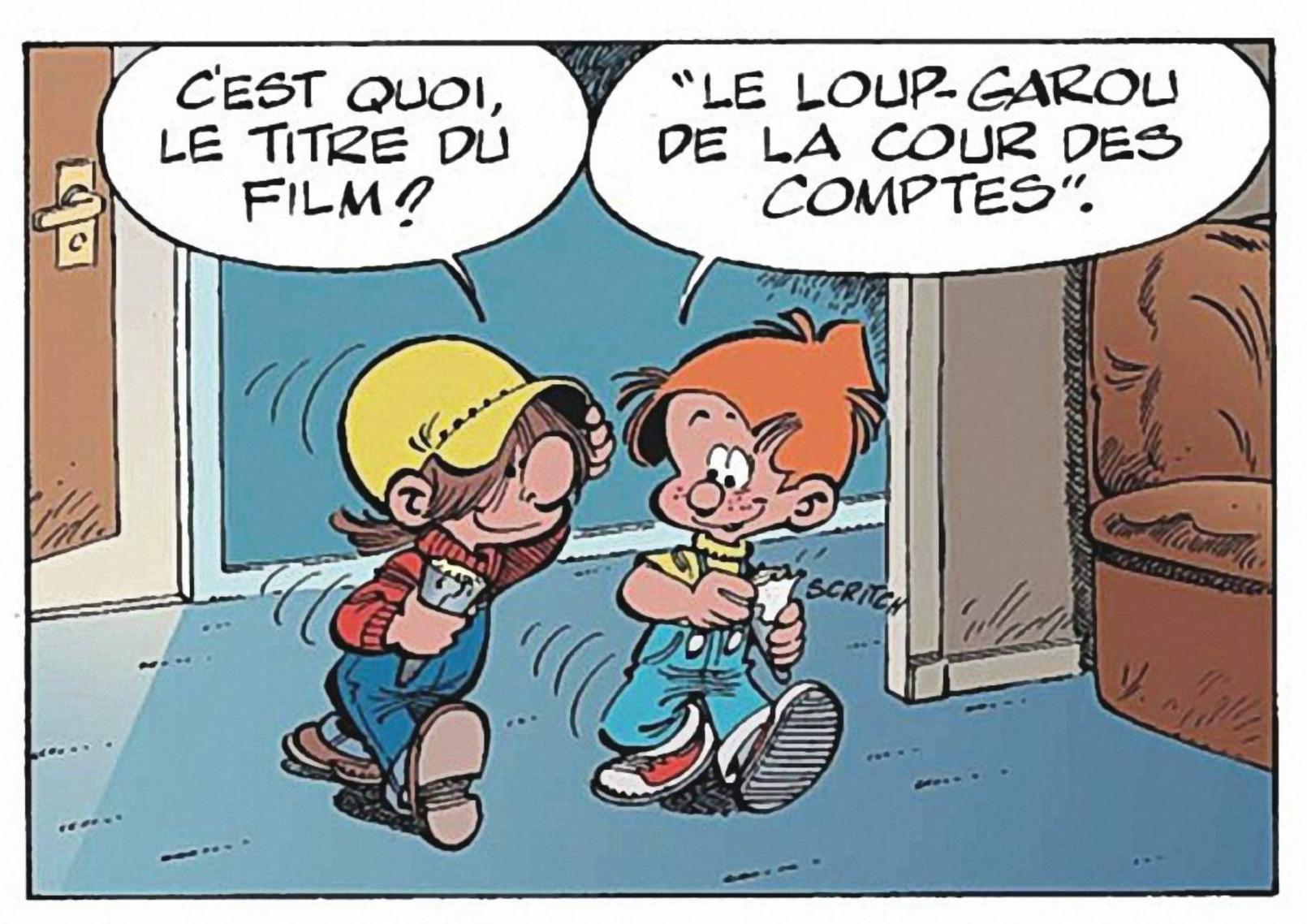






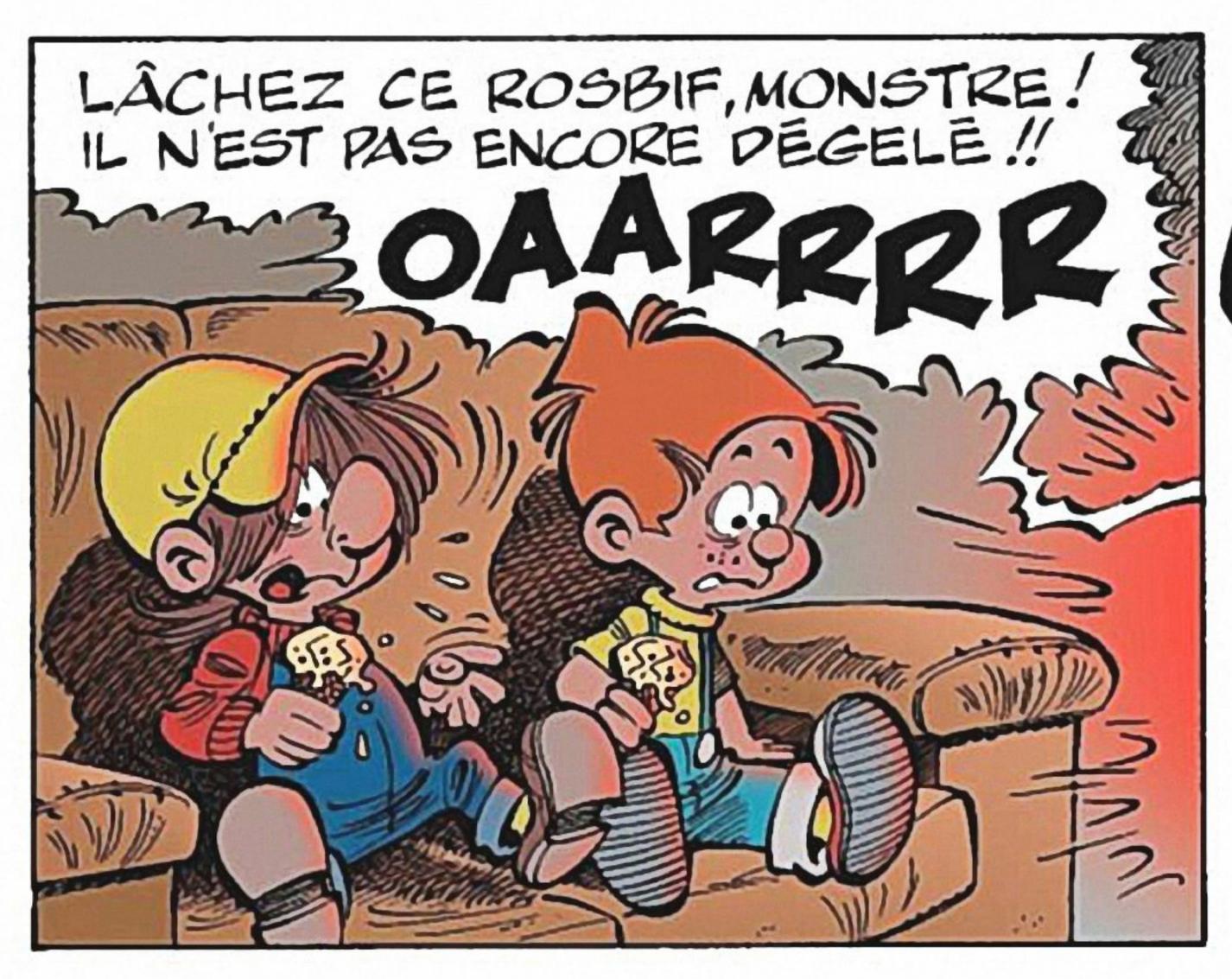


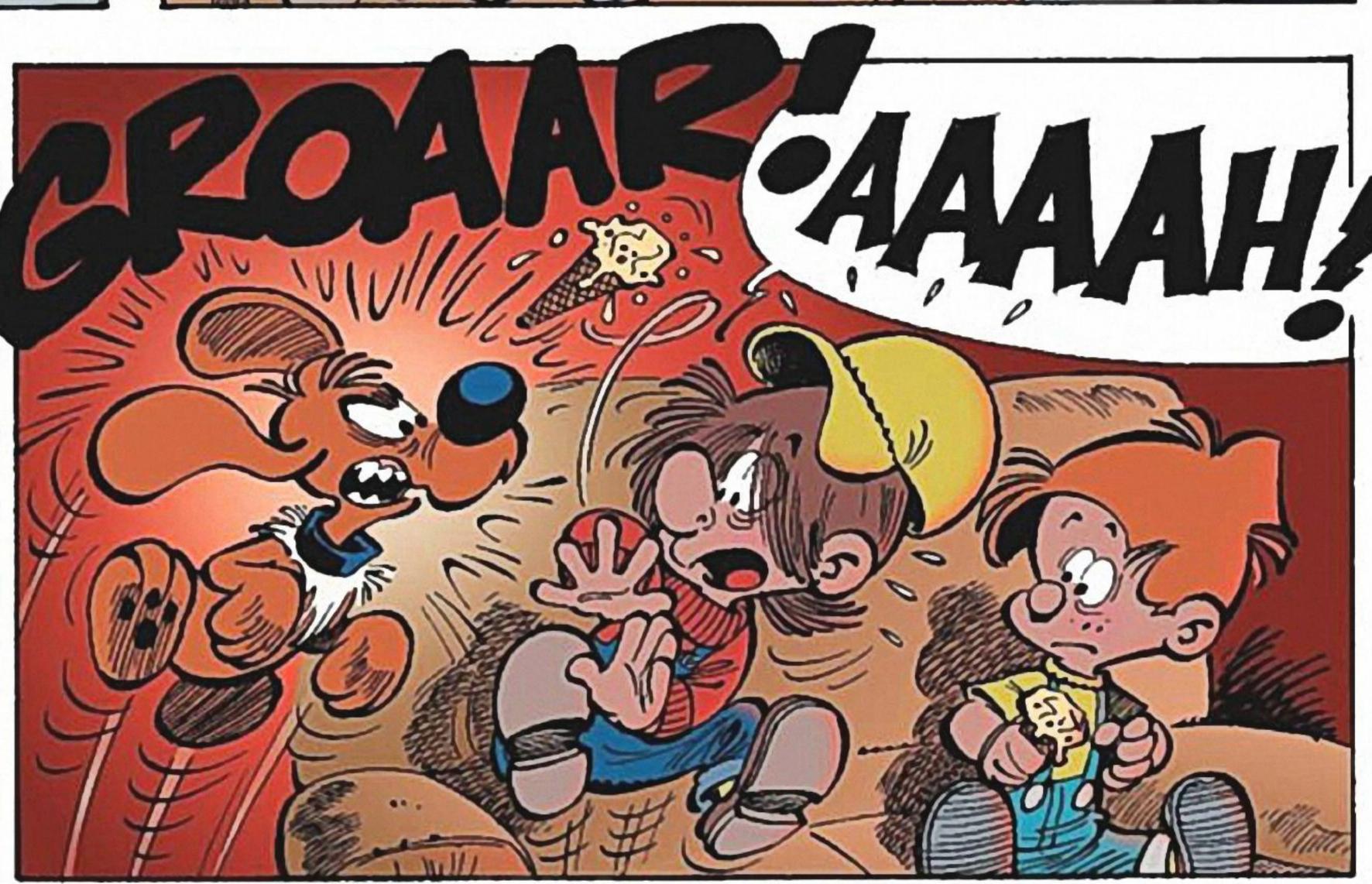


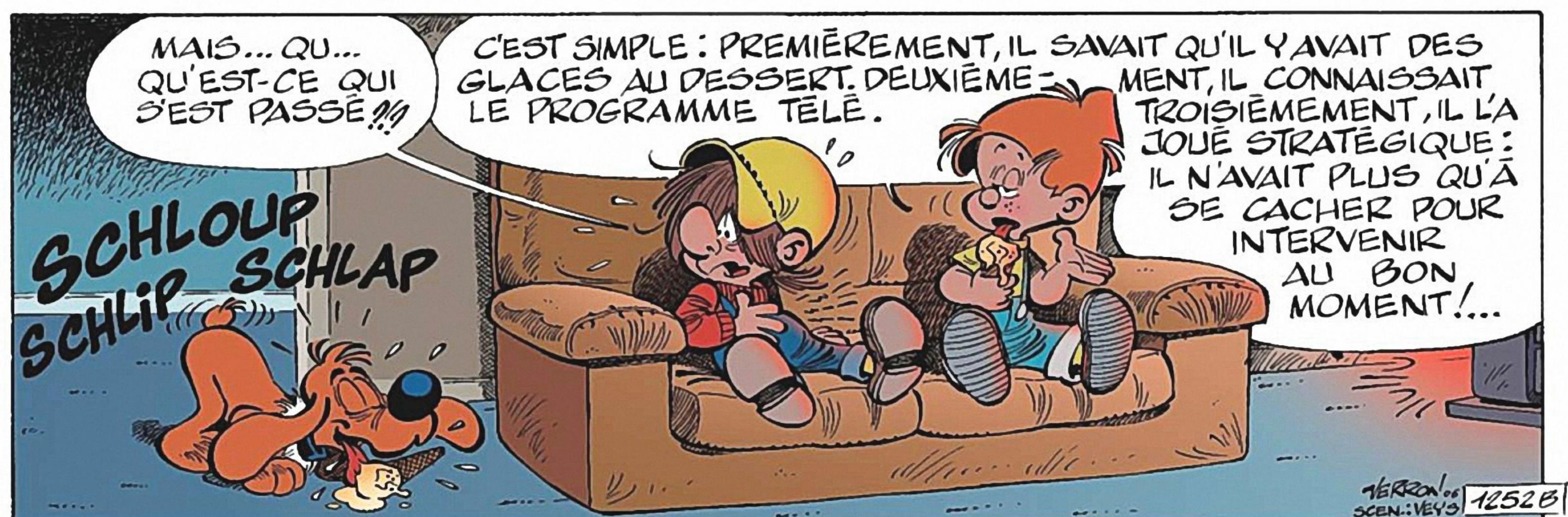




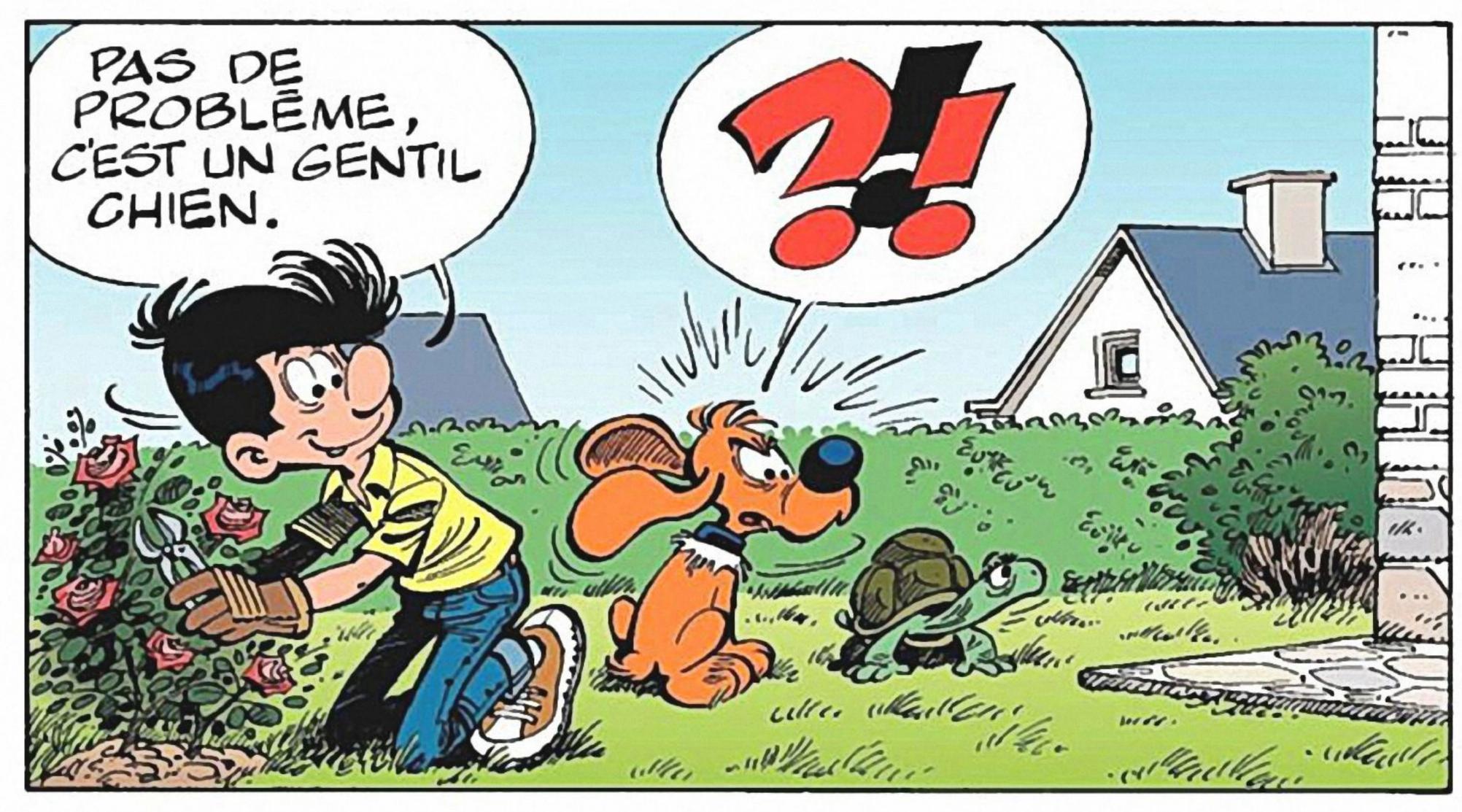




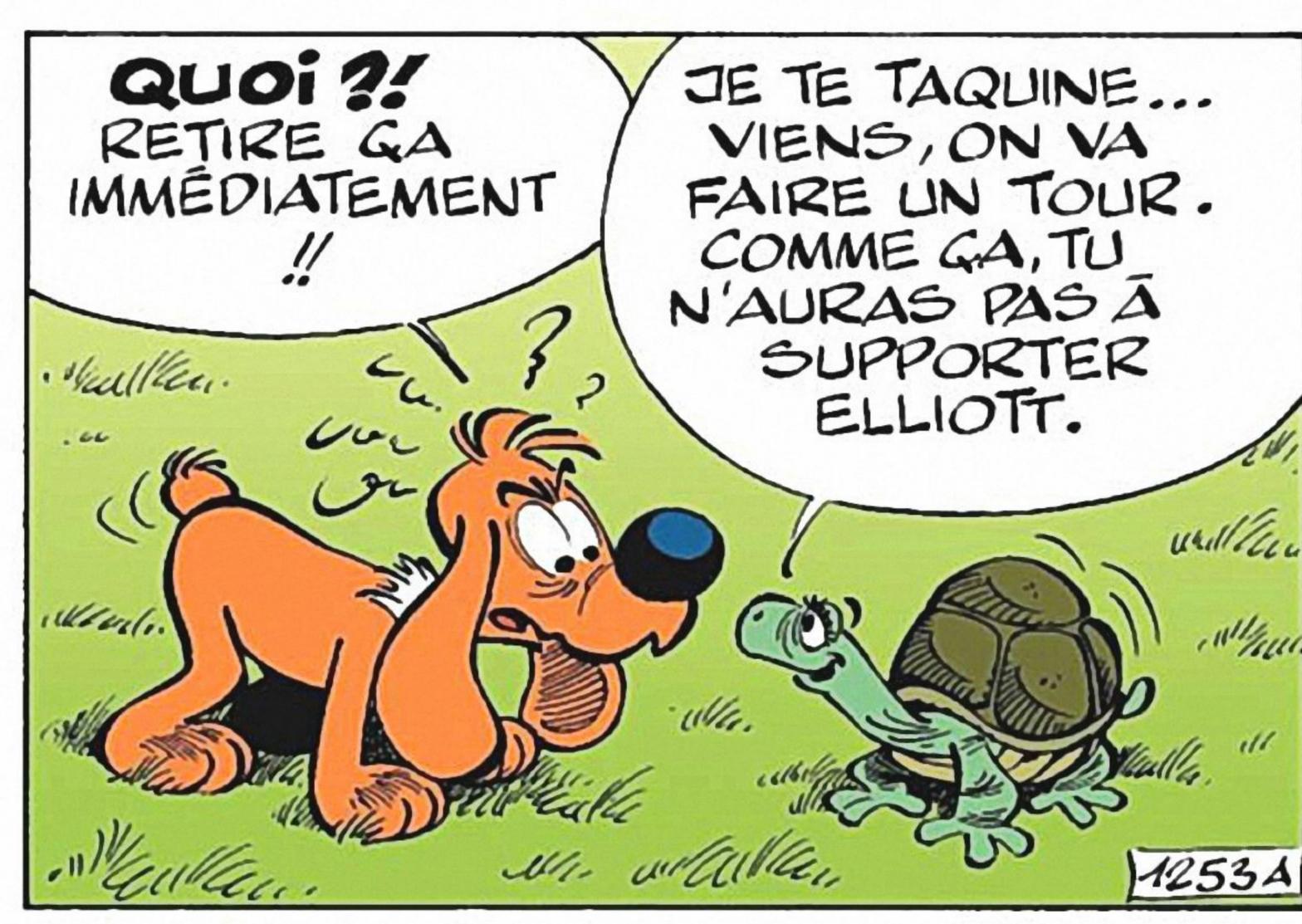








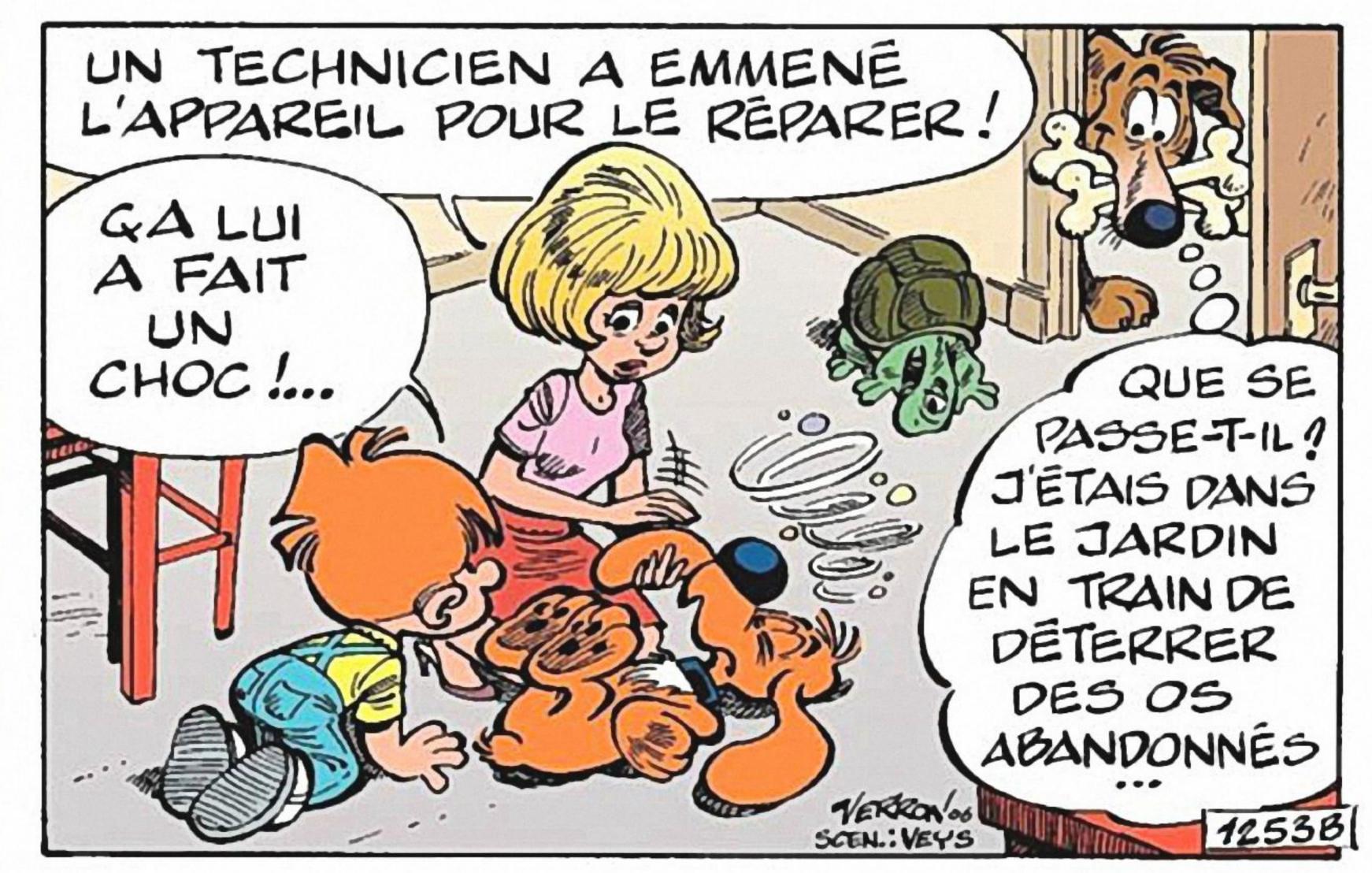








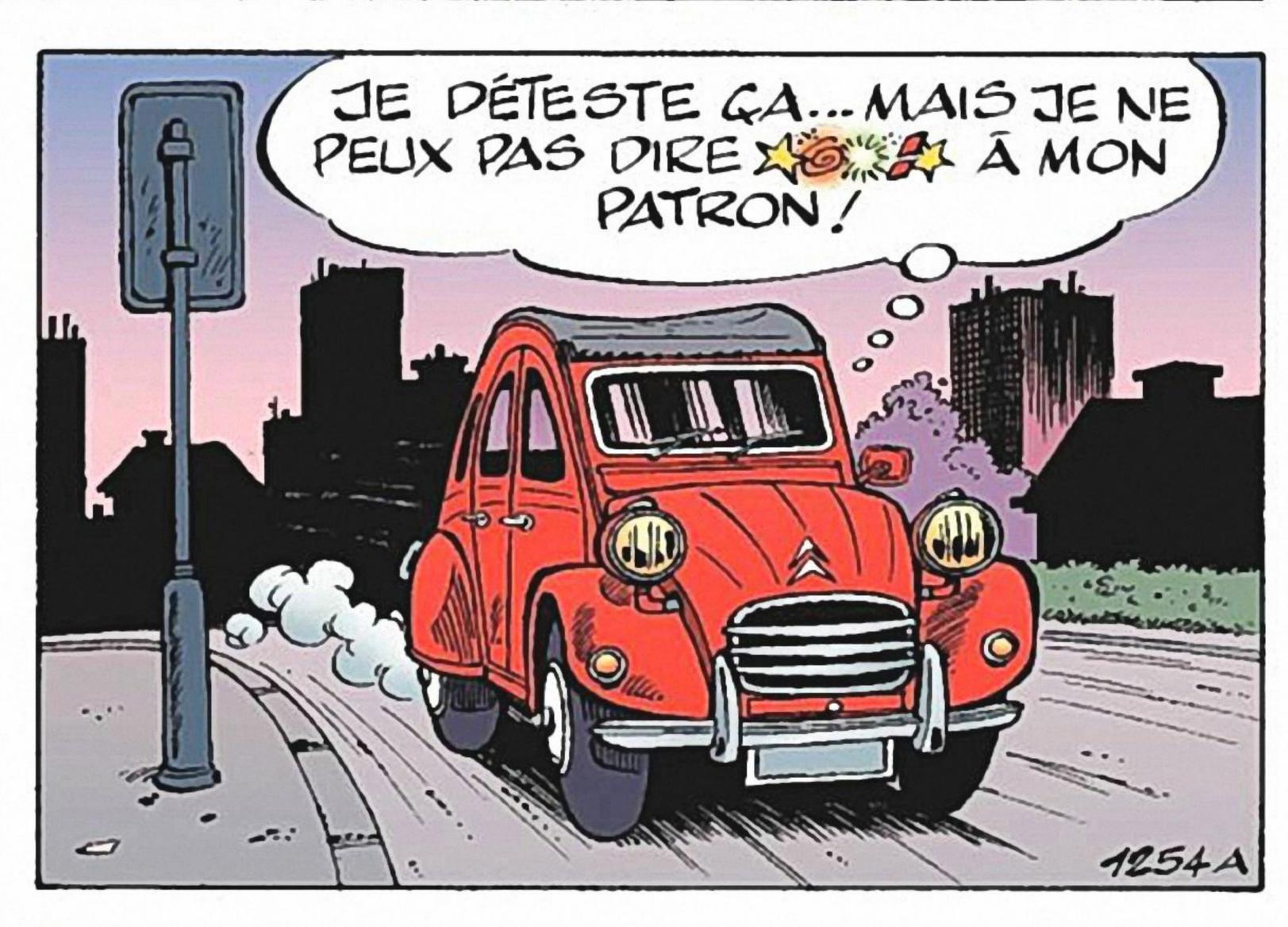


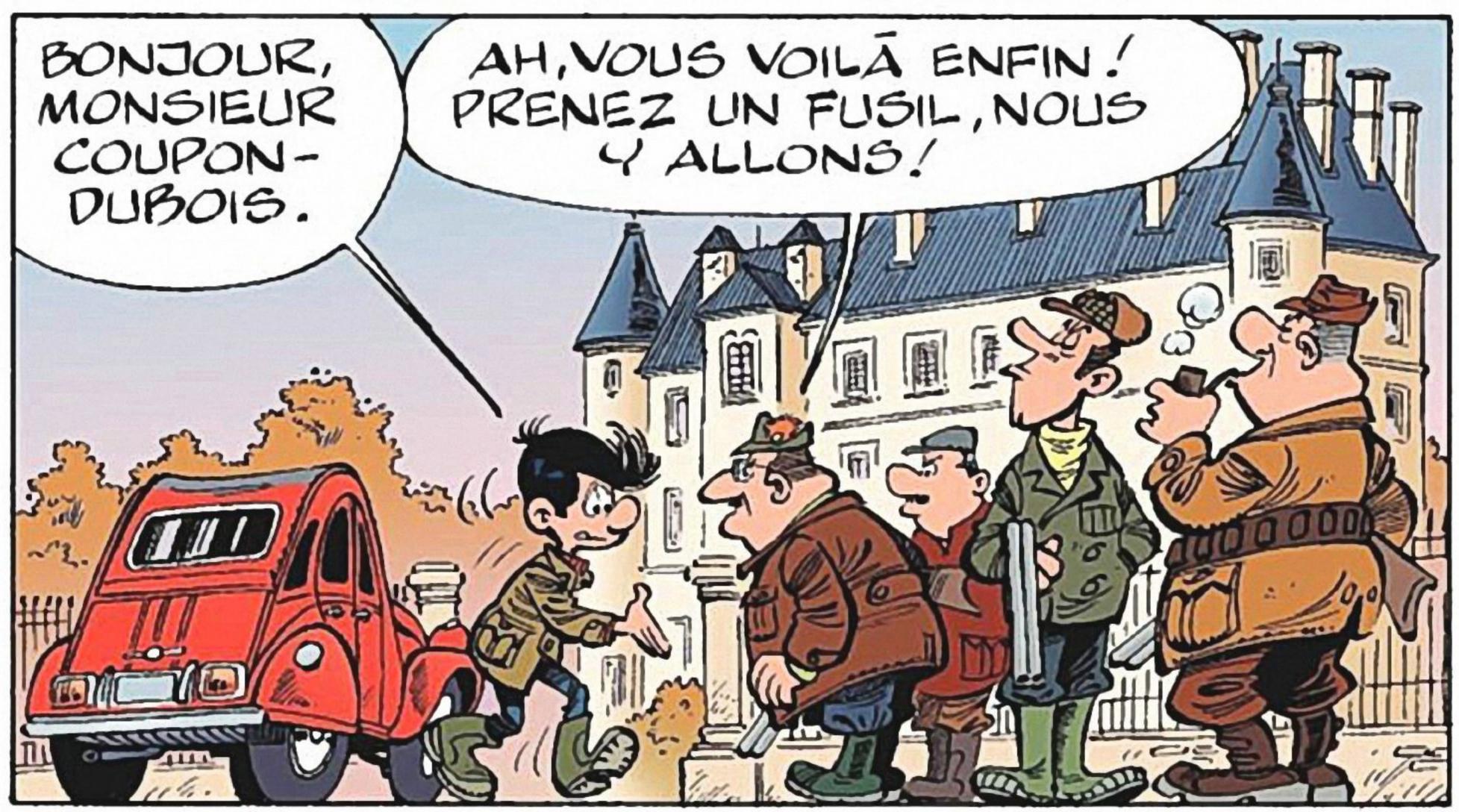














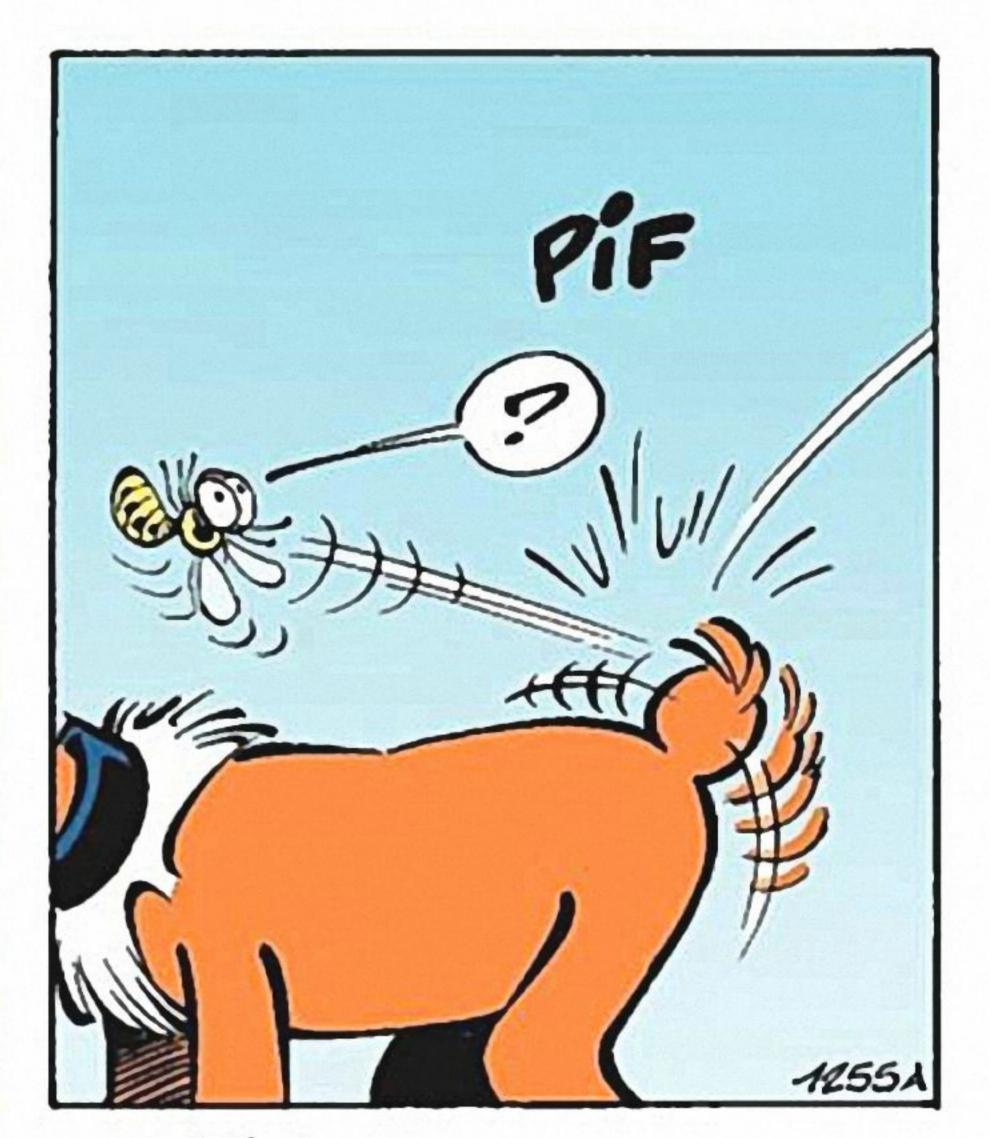


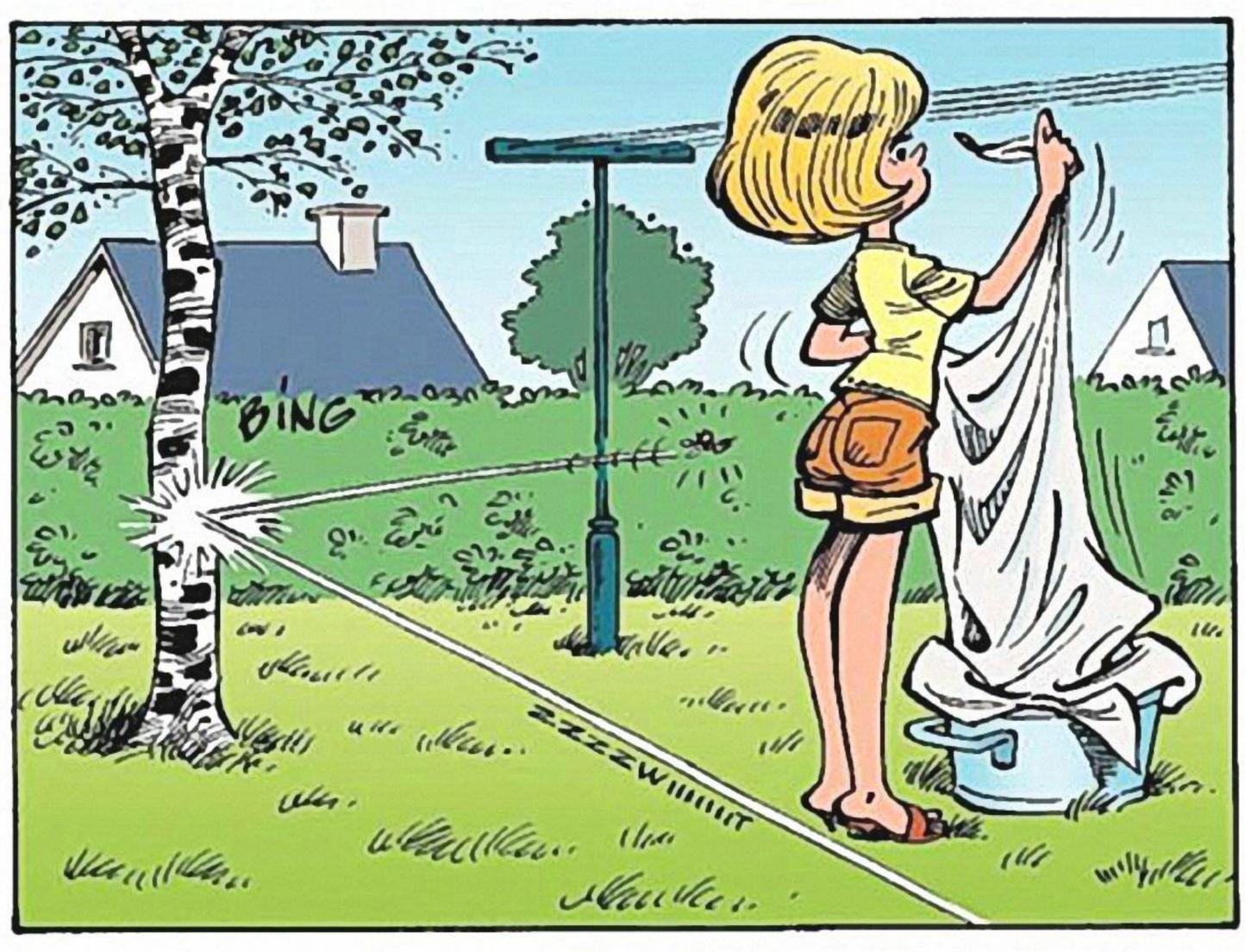




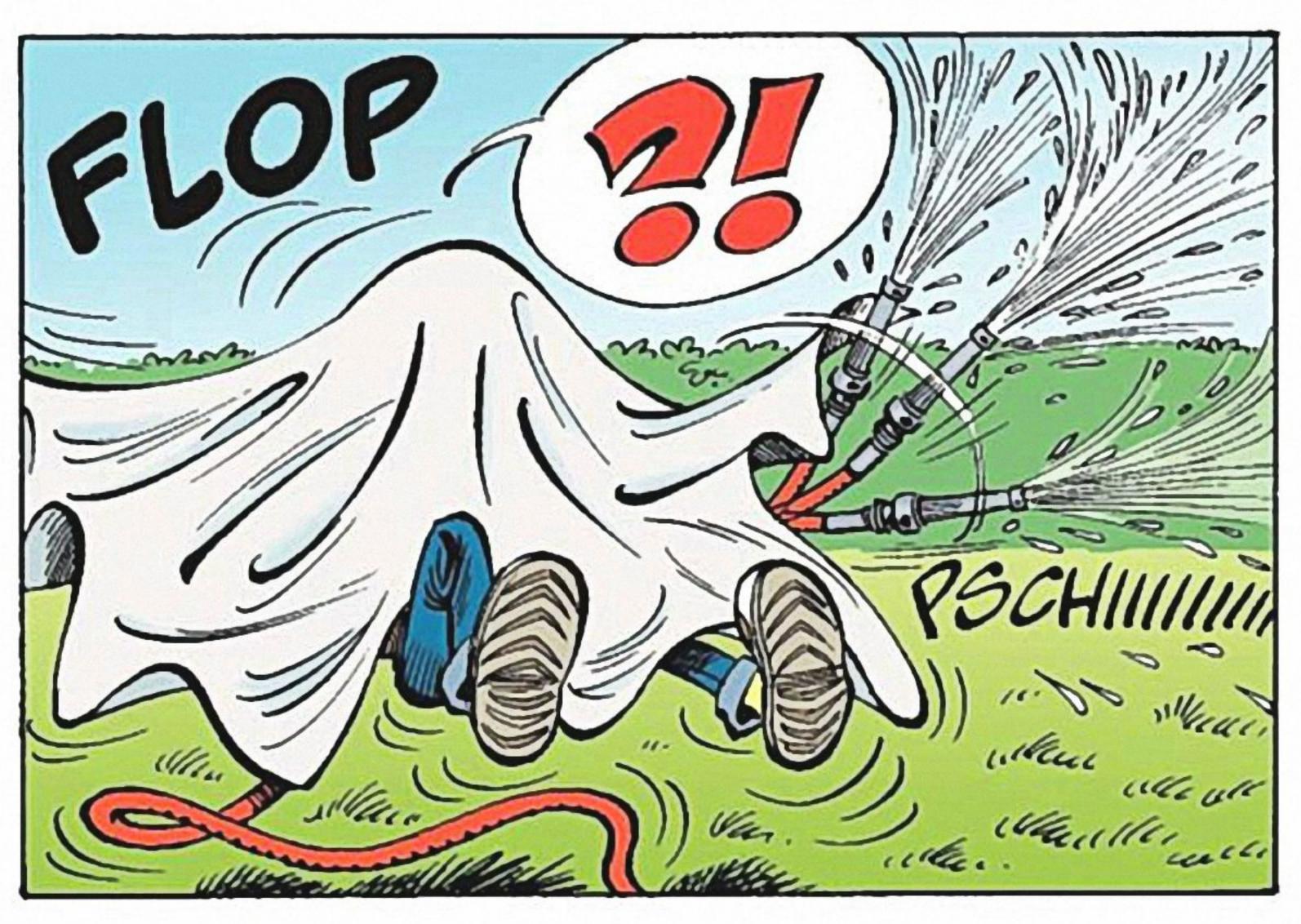




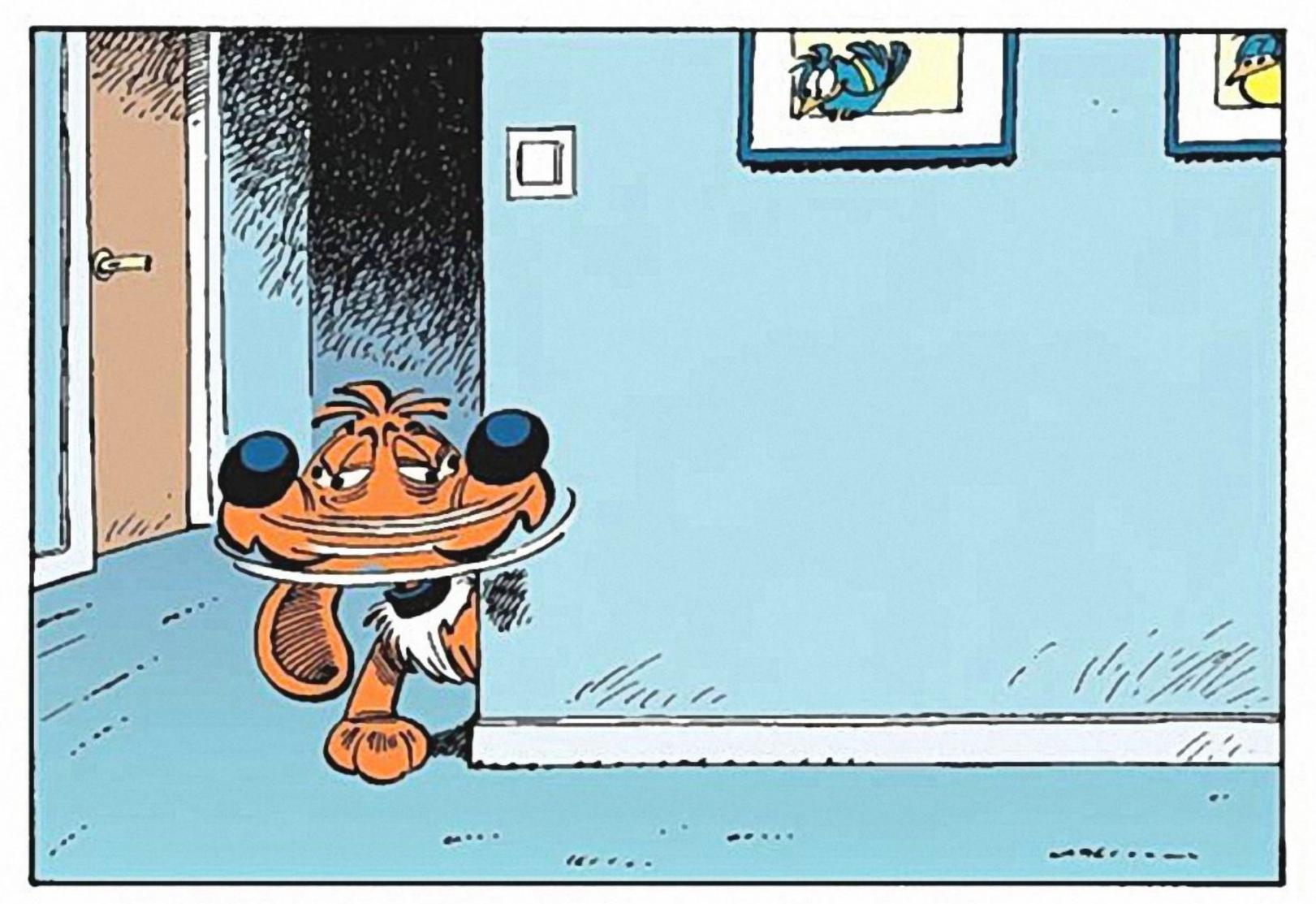












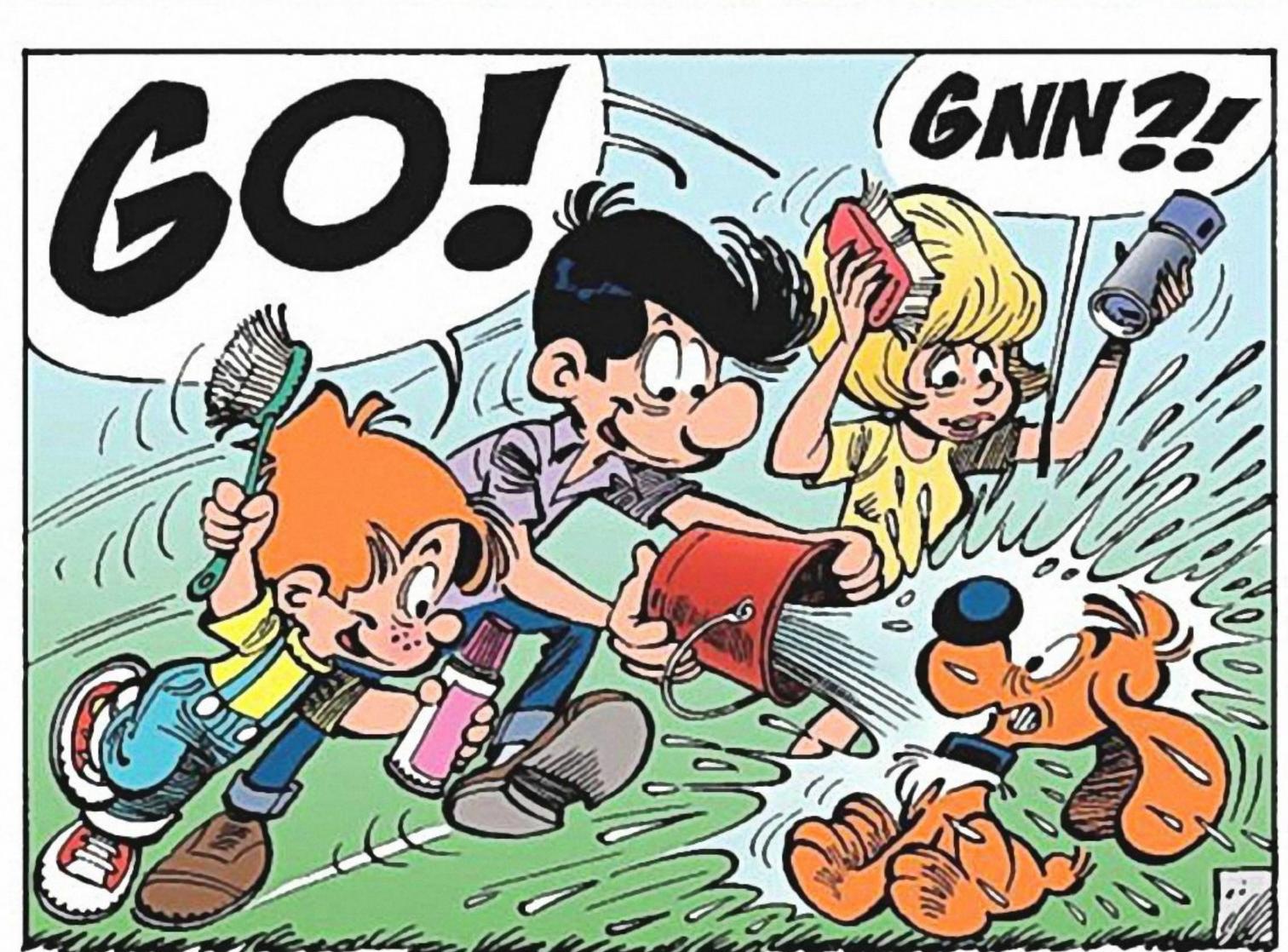


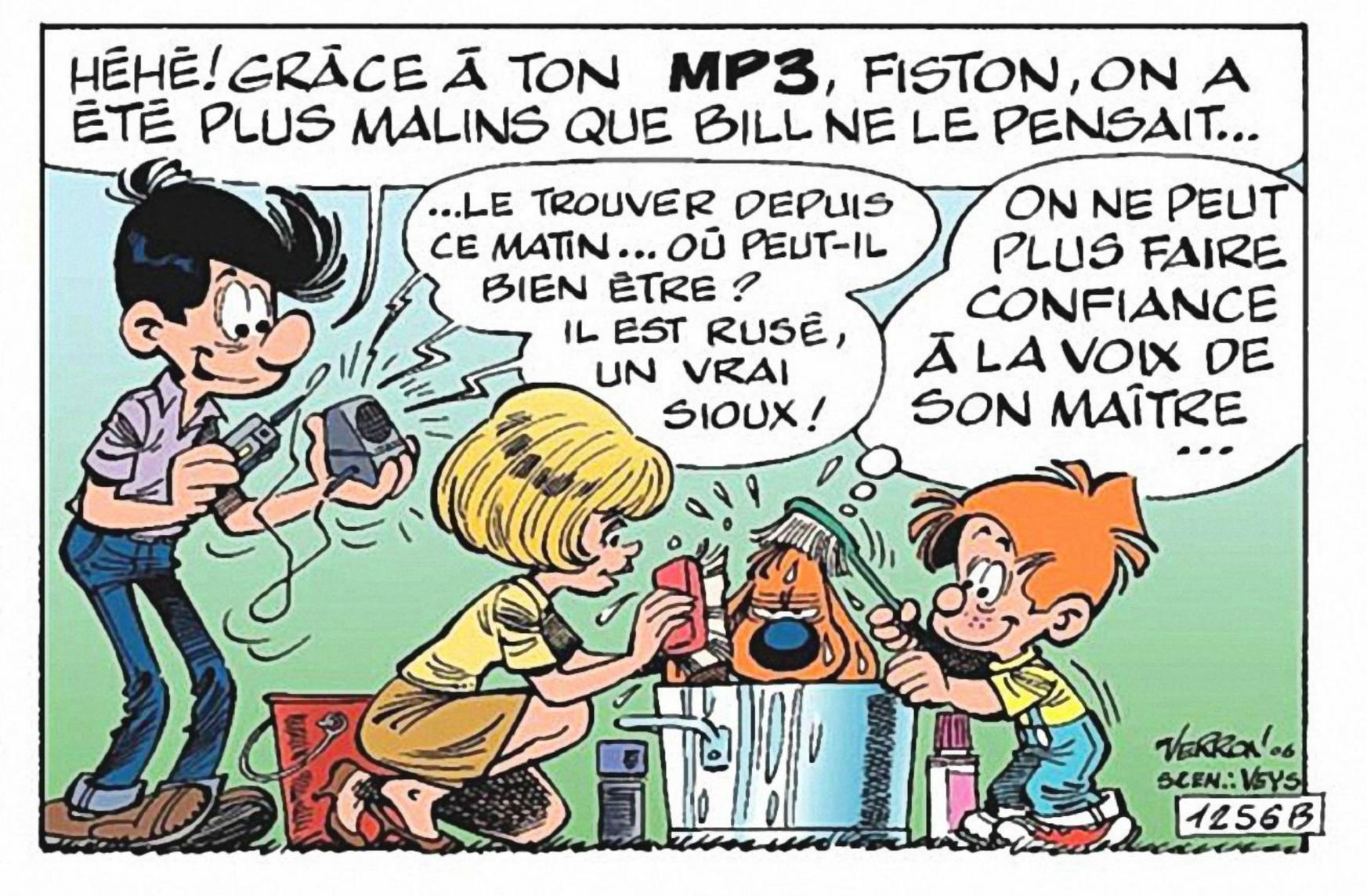




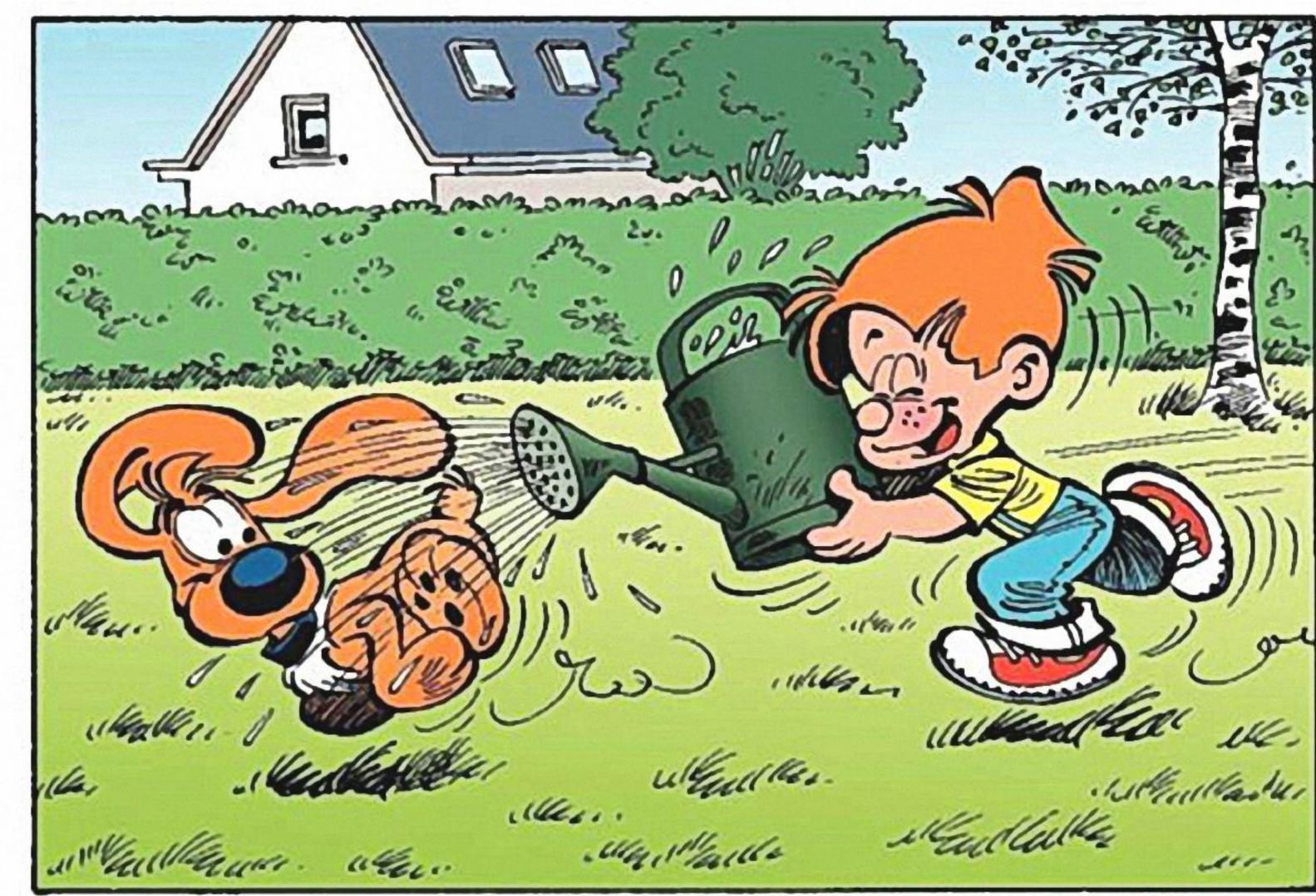


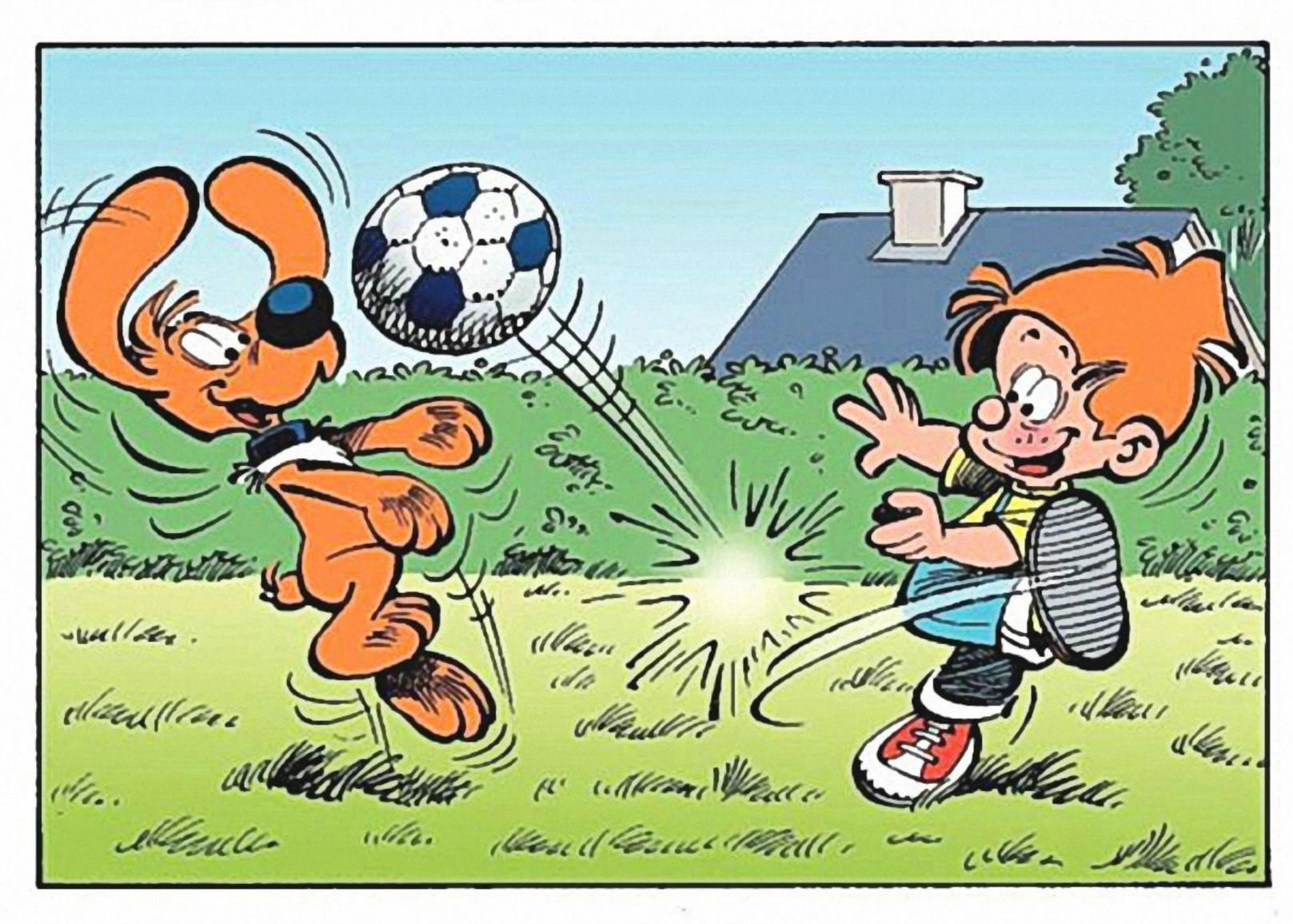


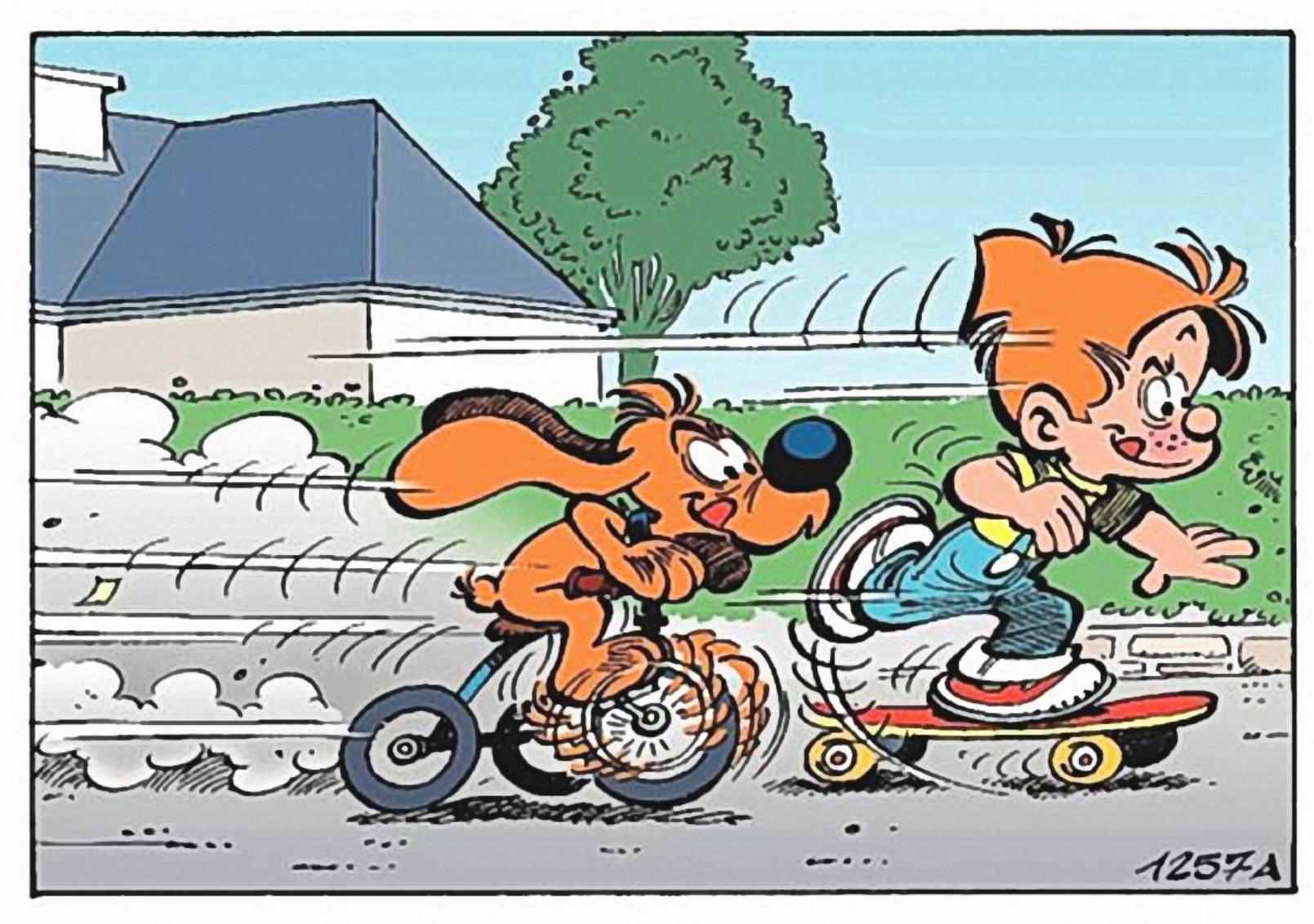


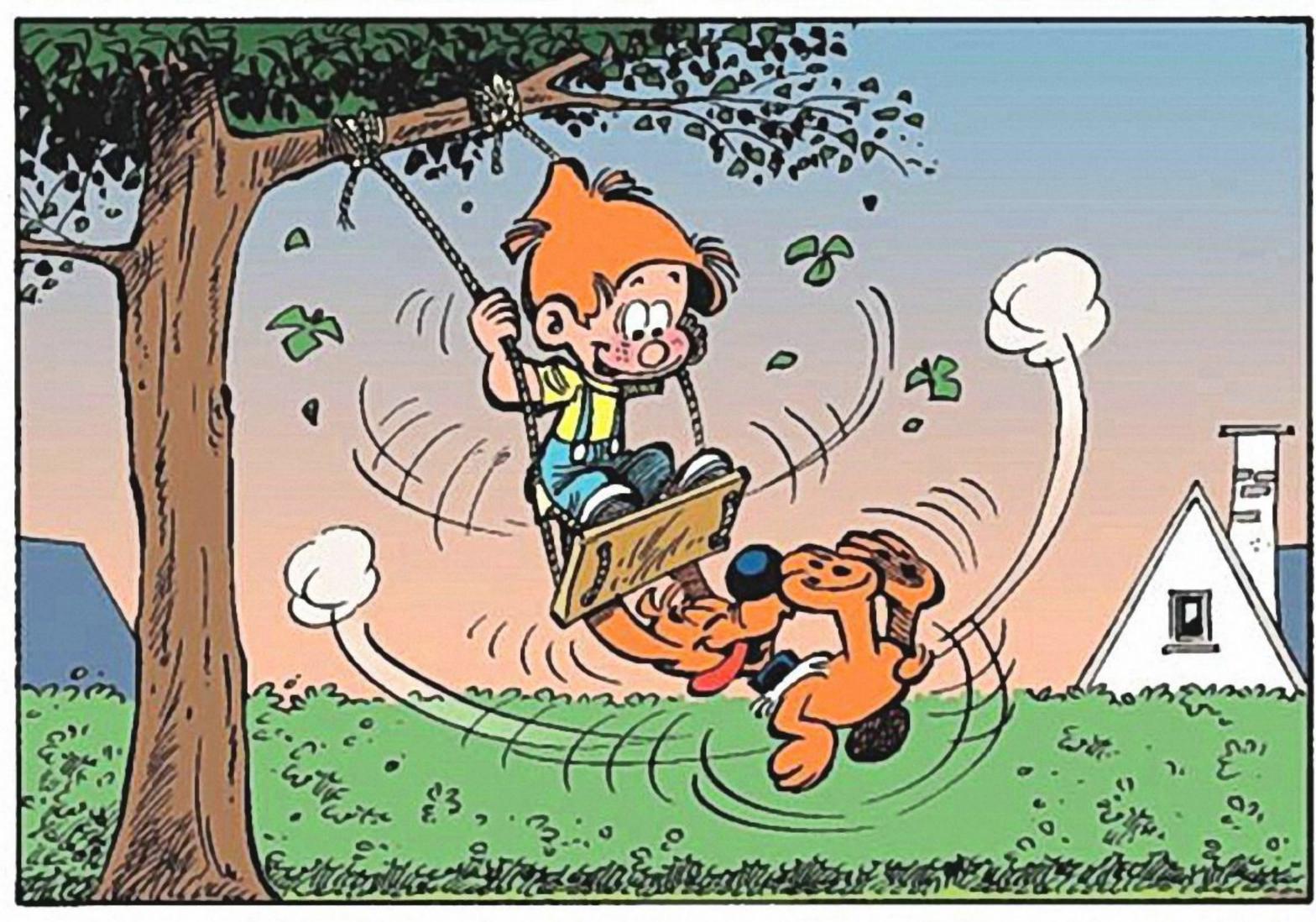


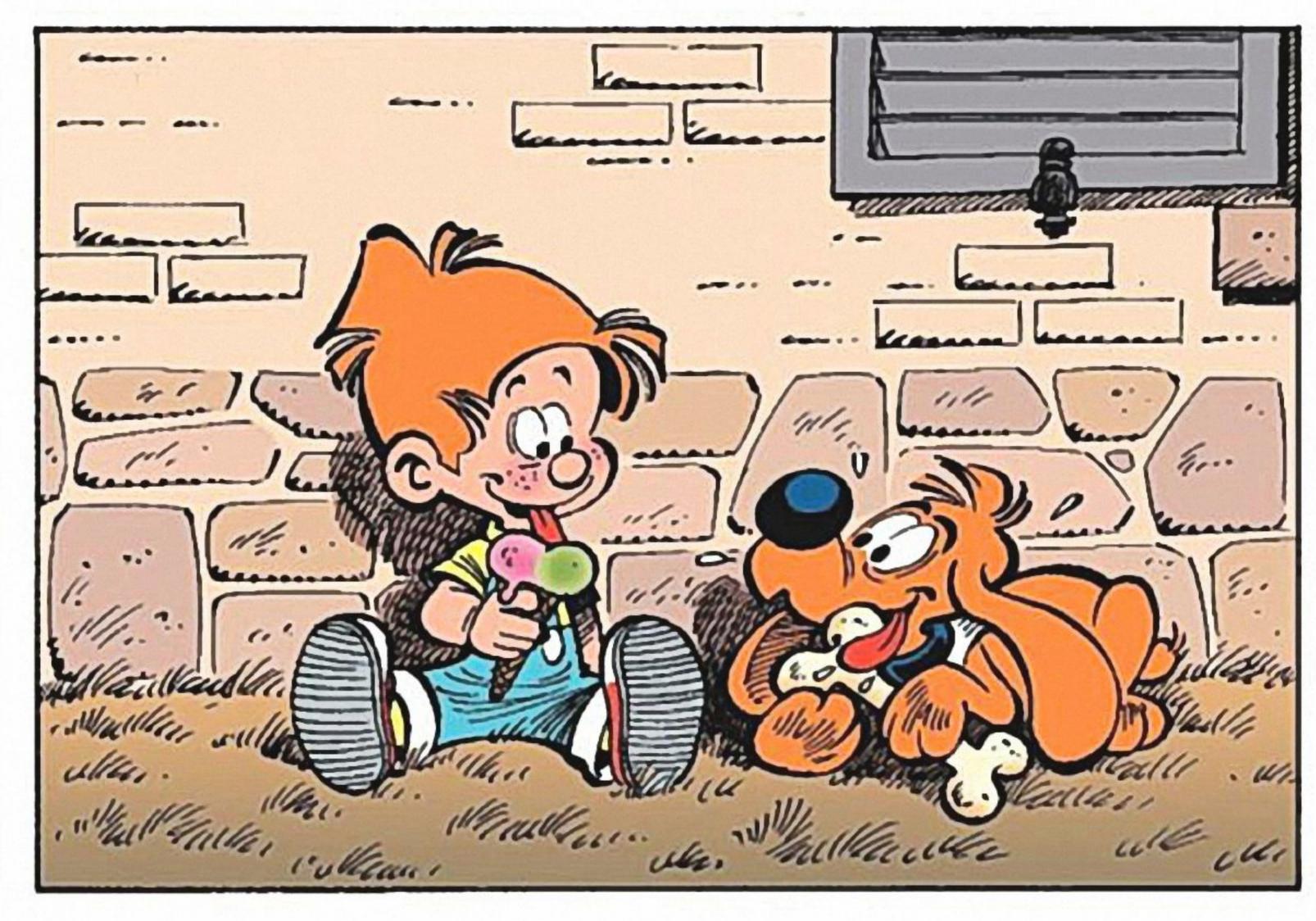






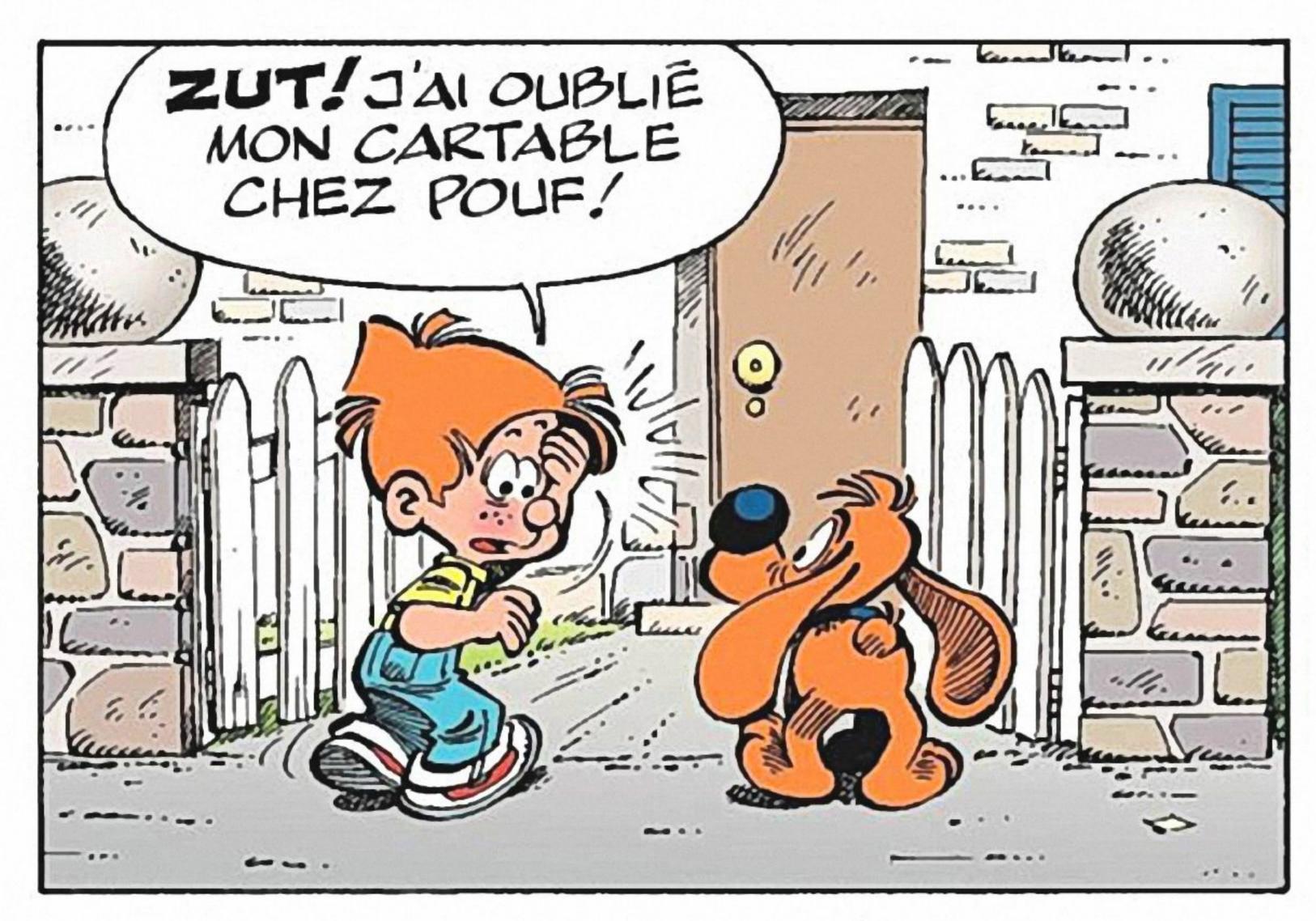








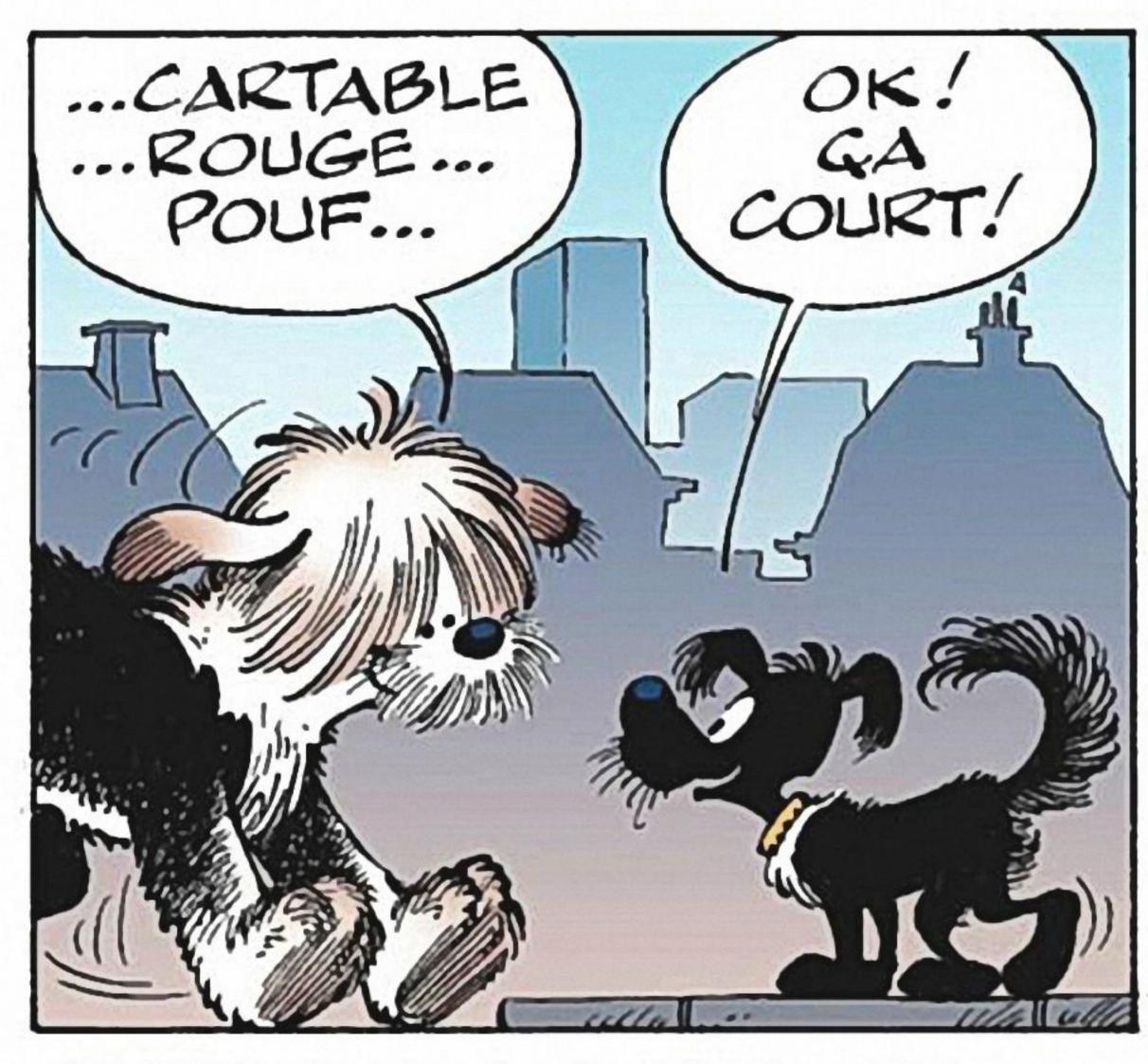












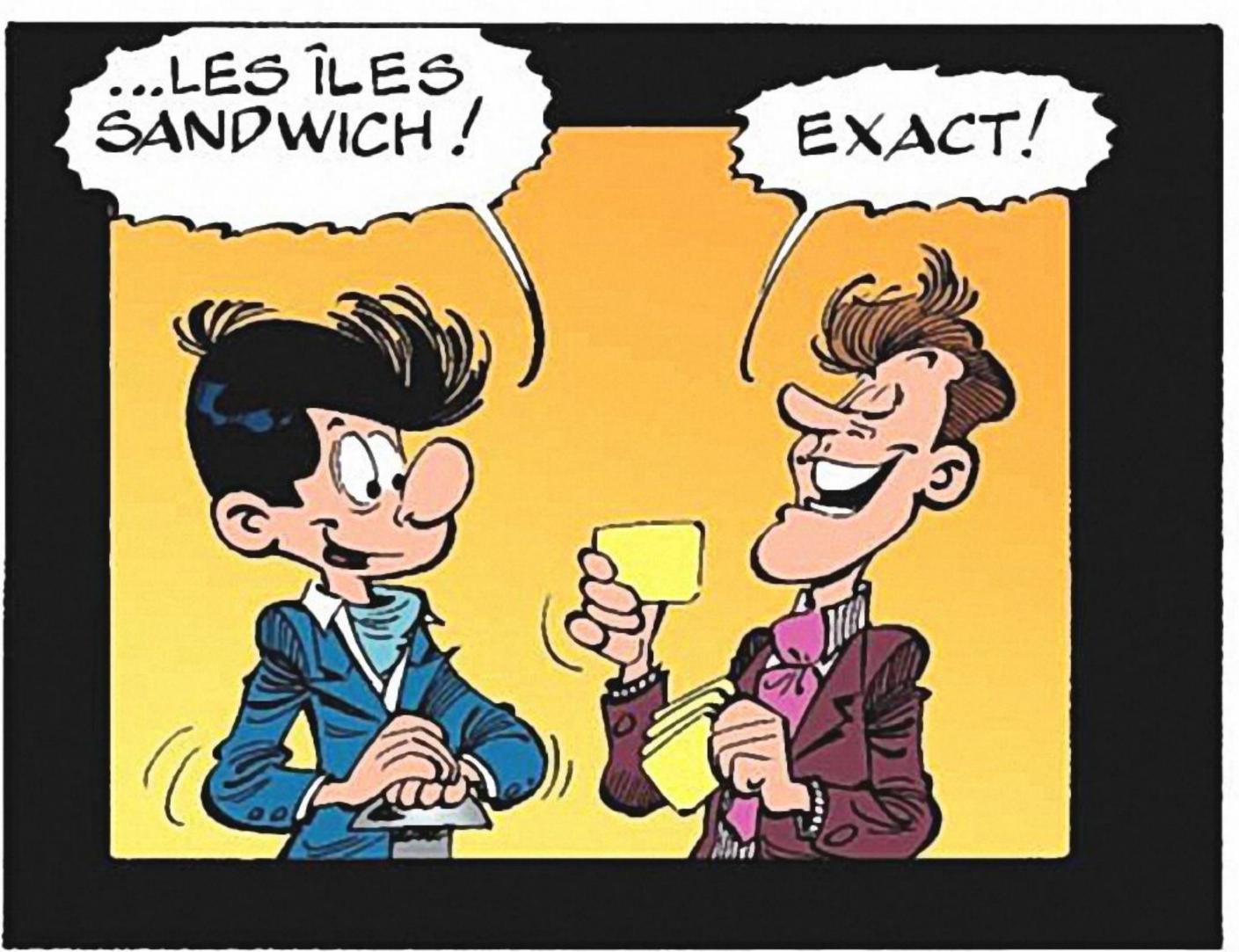












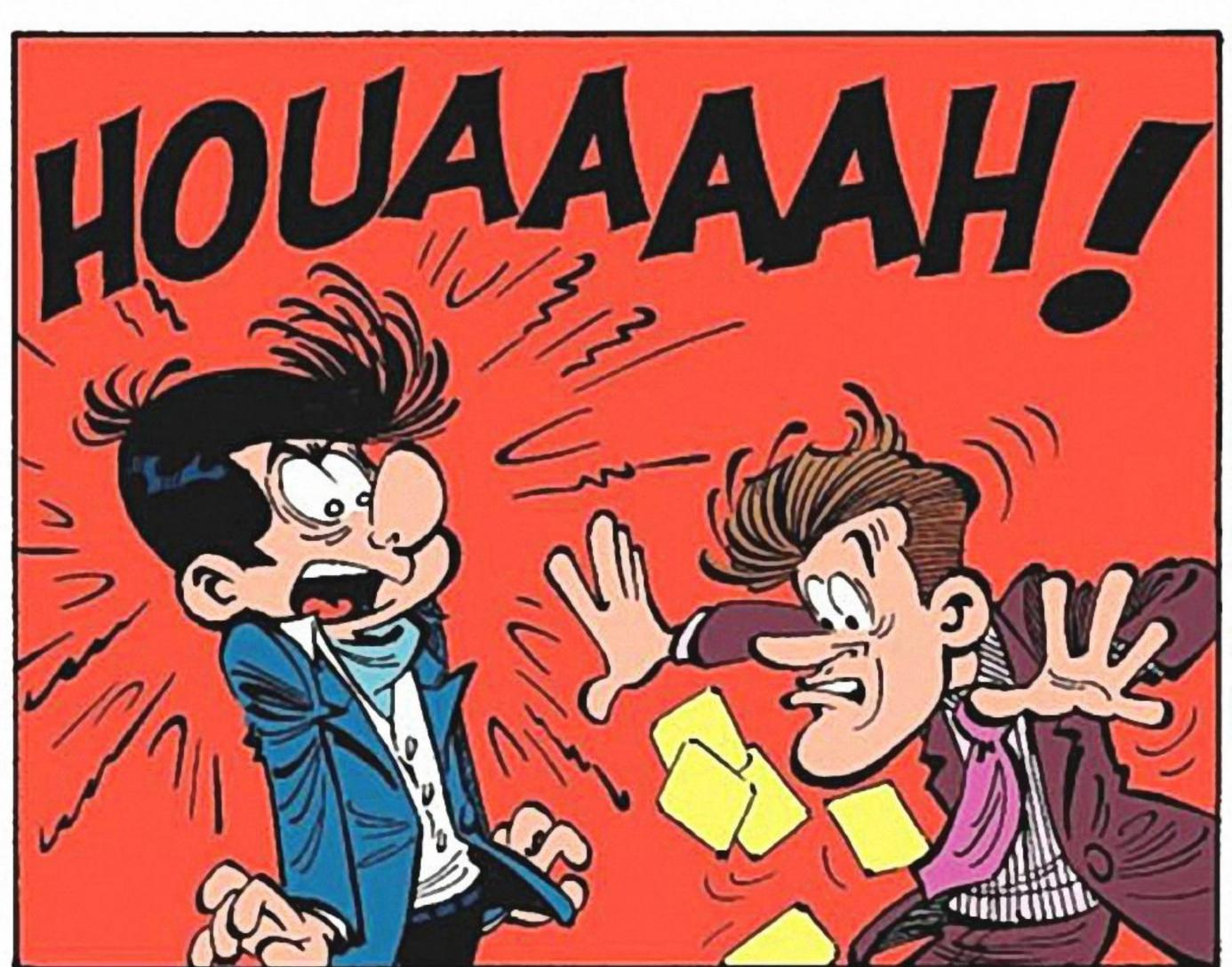
POUR LES QUESTIONS SUIVANTES, VOUS ALLEZ PEVOIR MAINTENANT CHOISIR ENTRE CES SUJETS: LES SCULPTEURS BAROQUES...















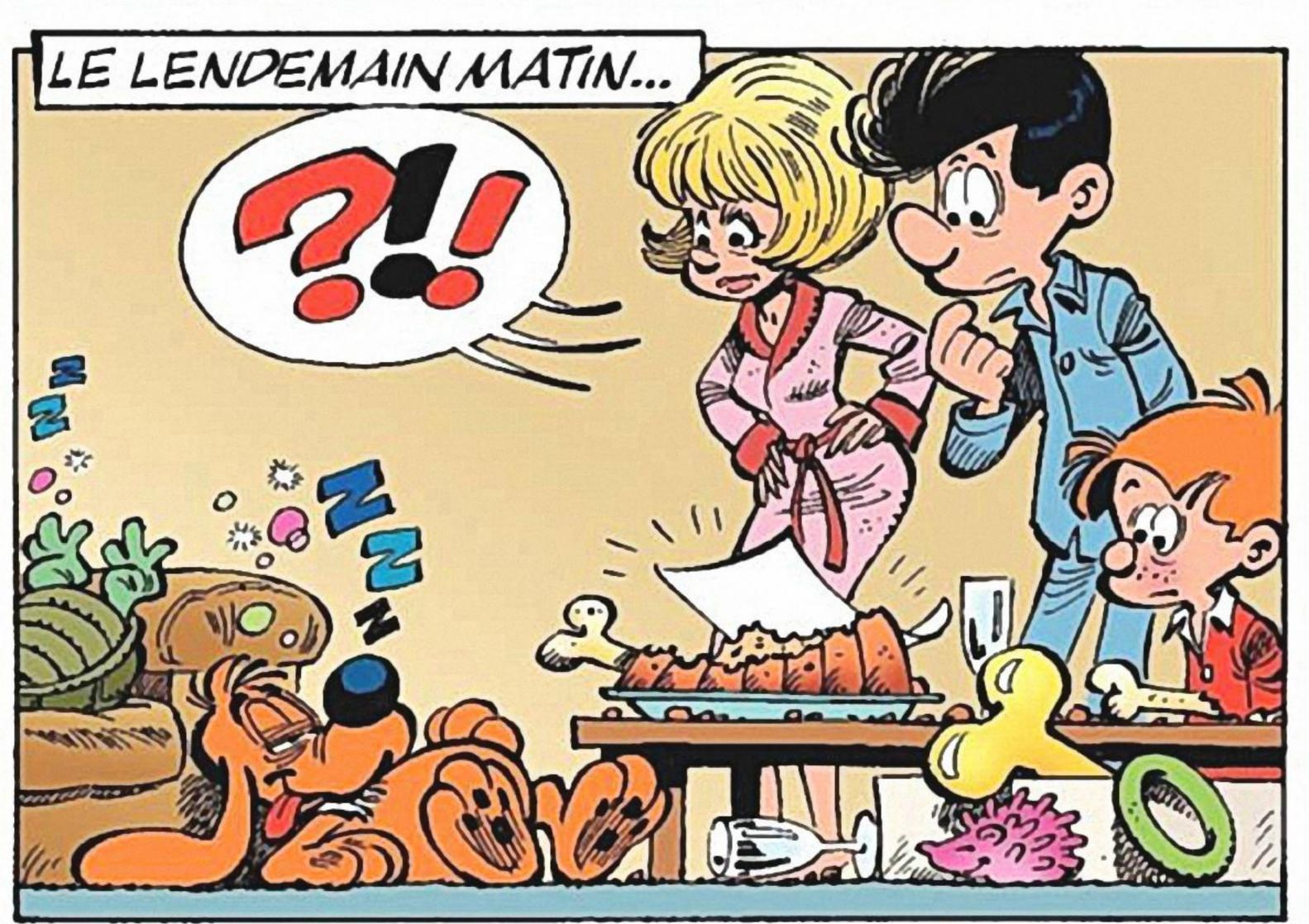


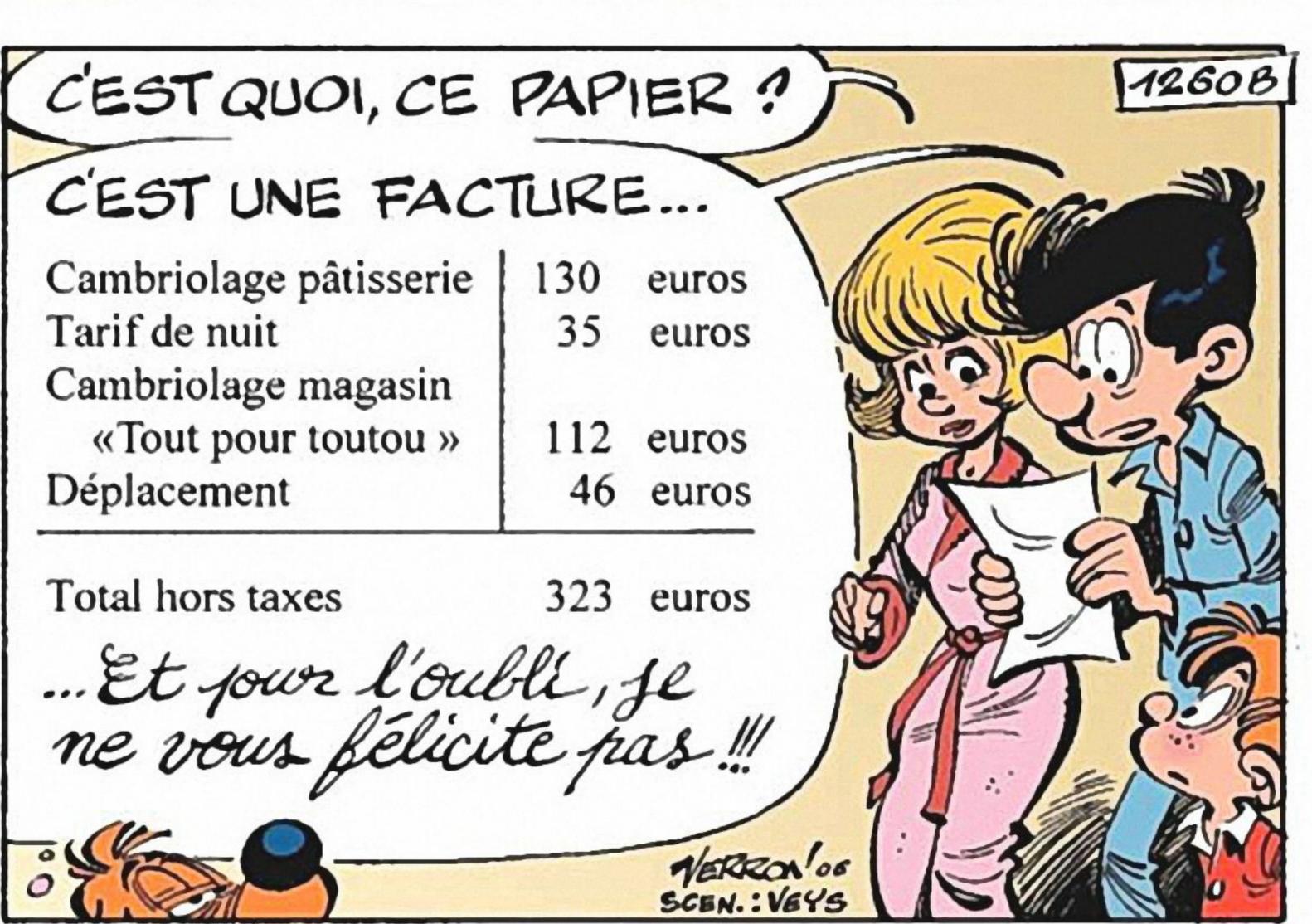


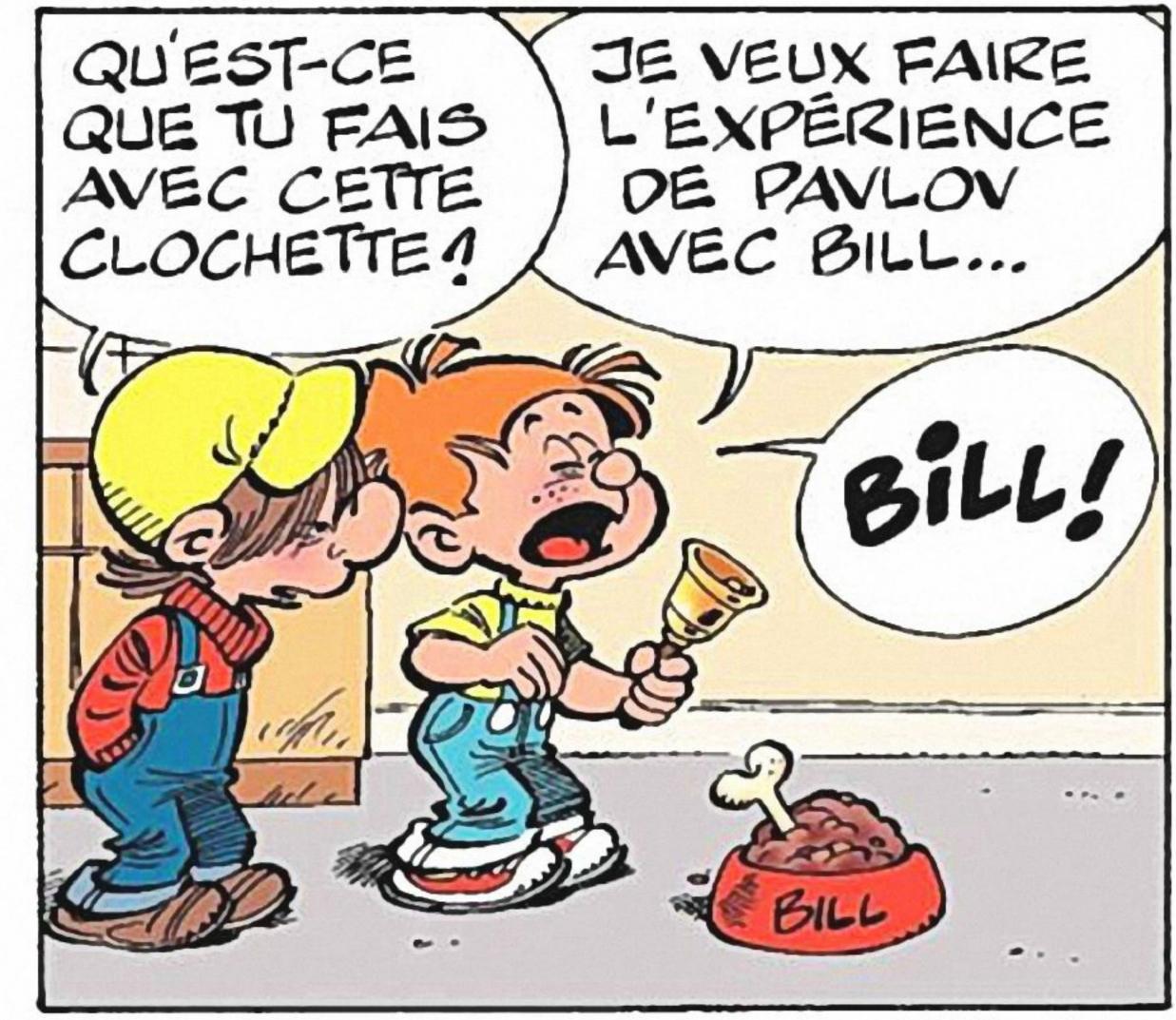






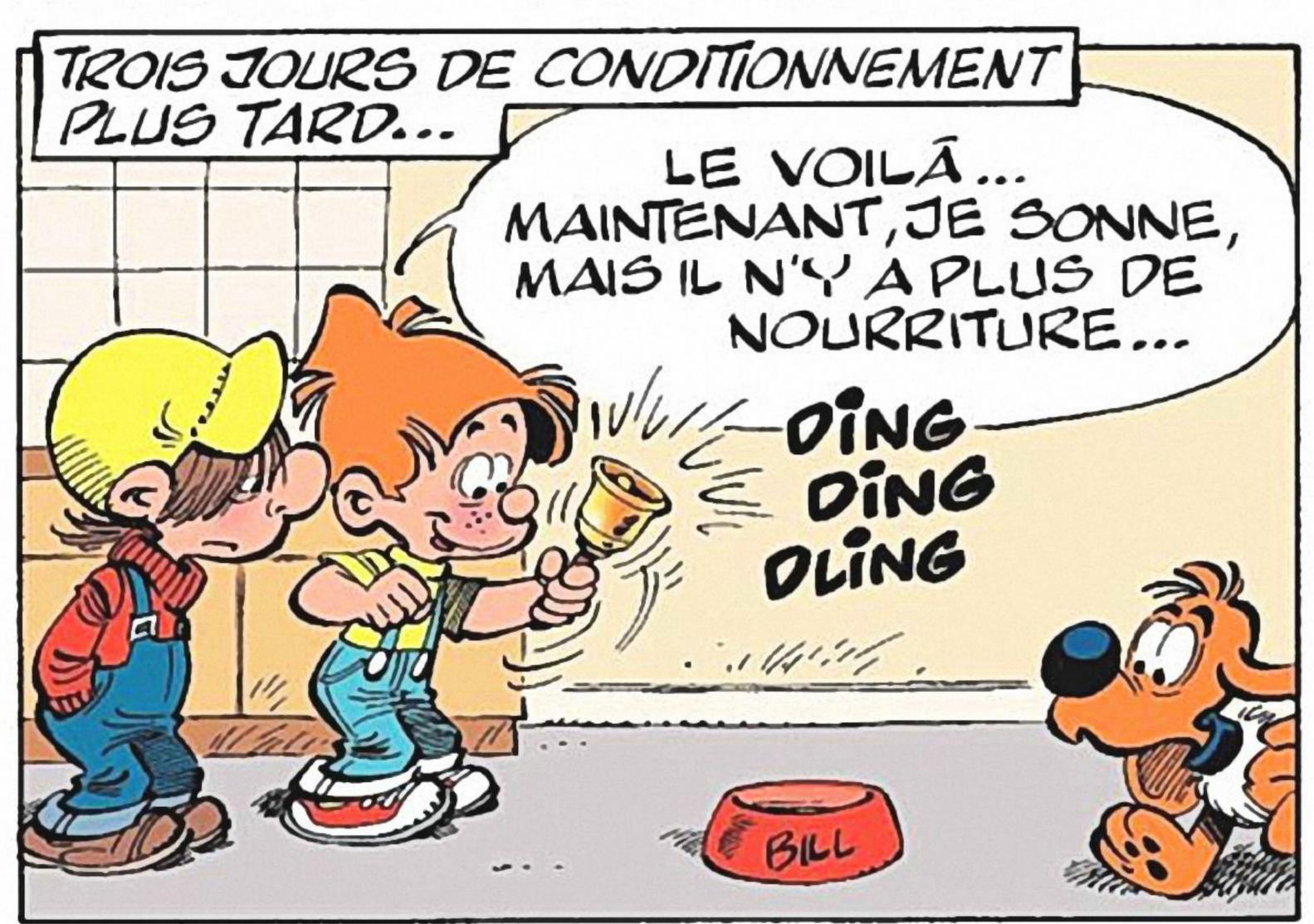




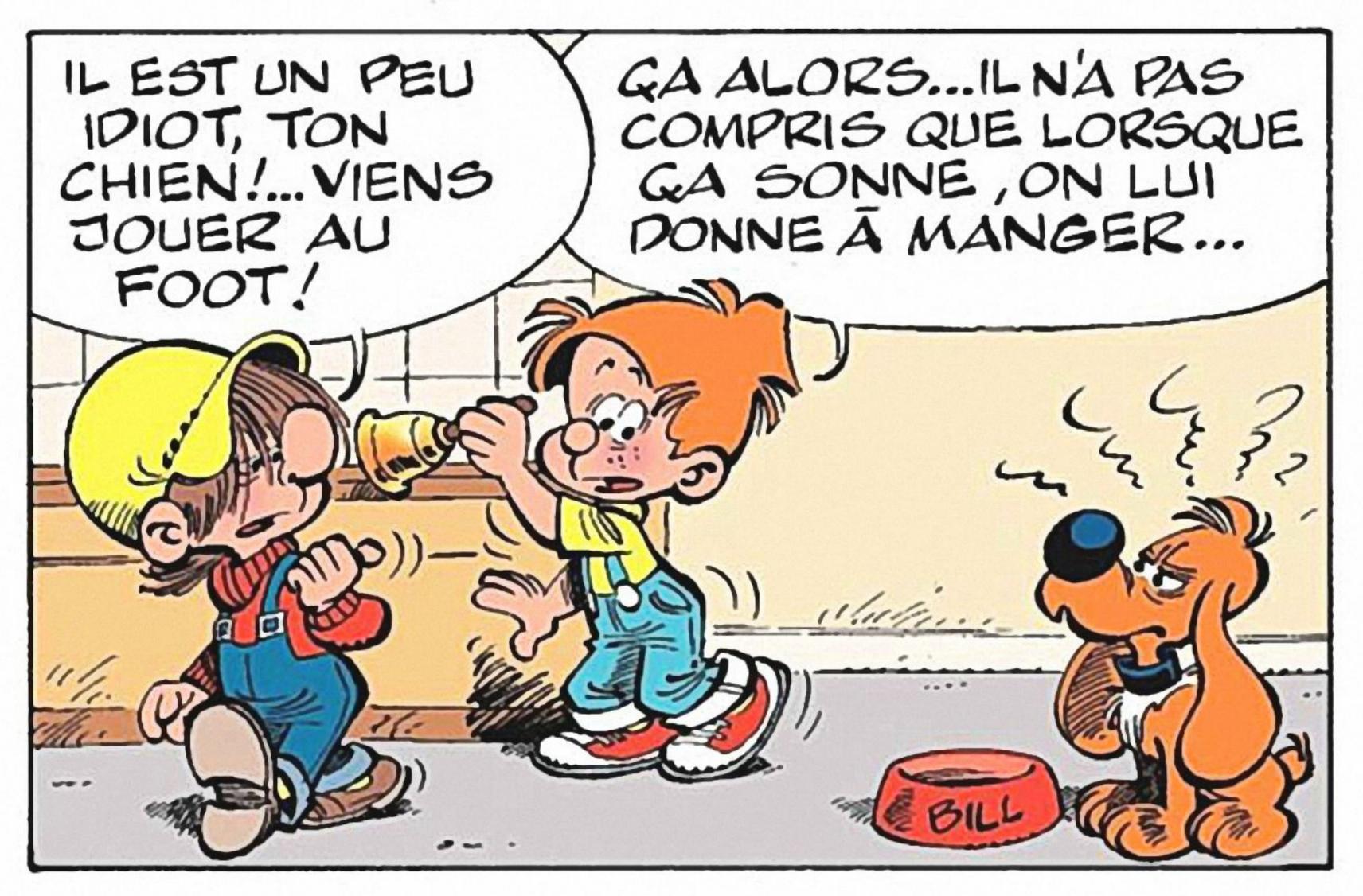


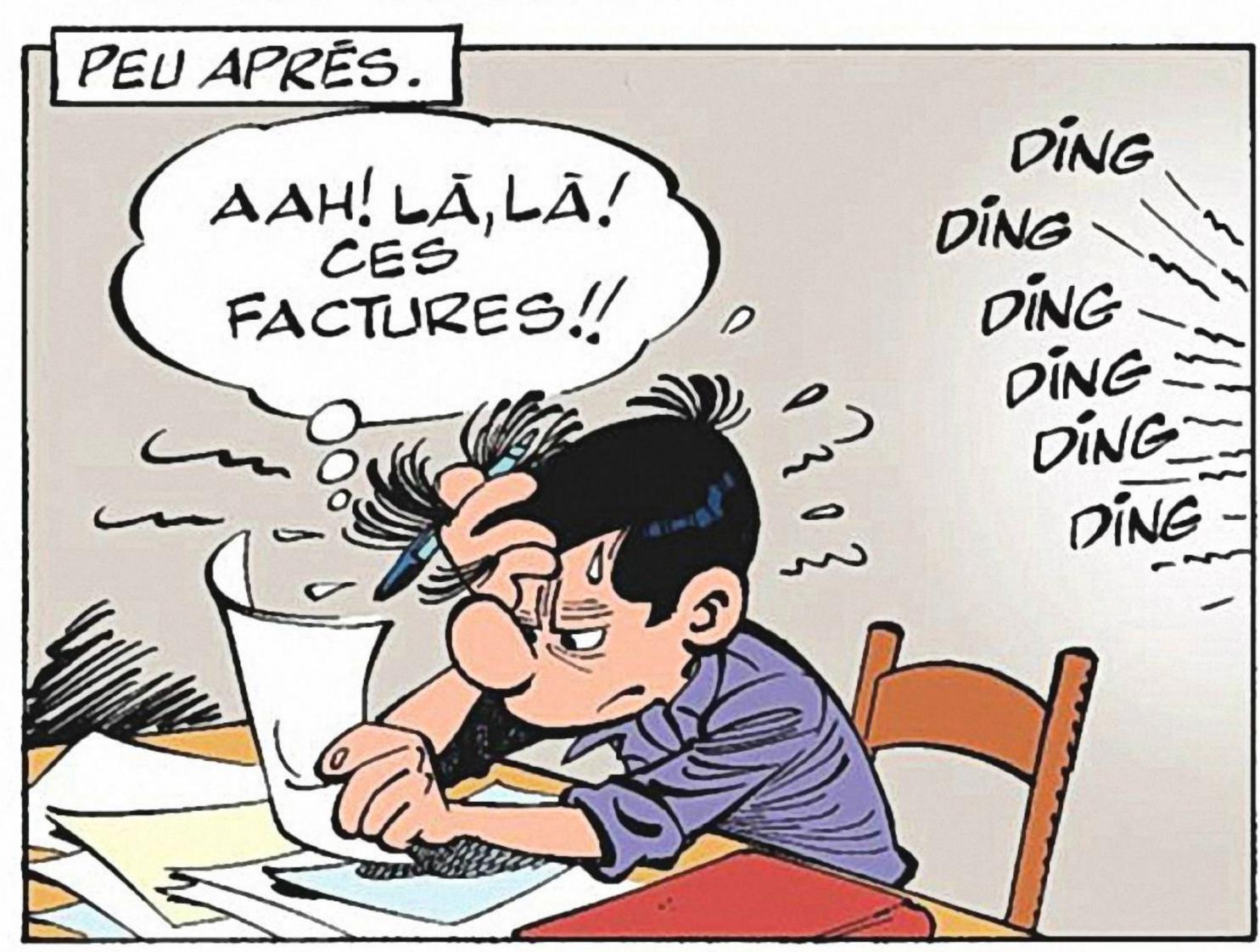
















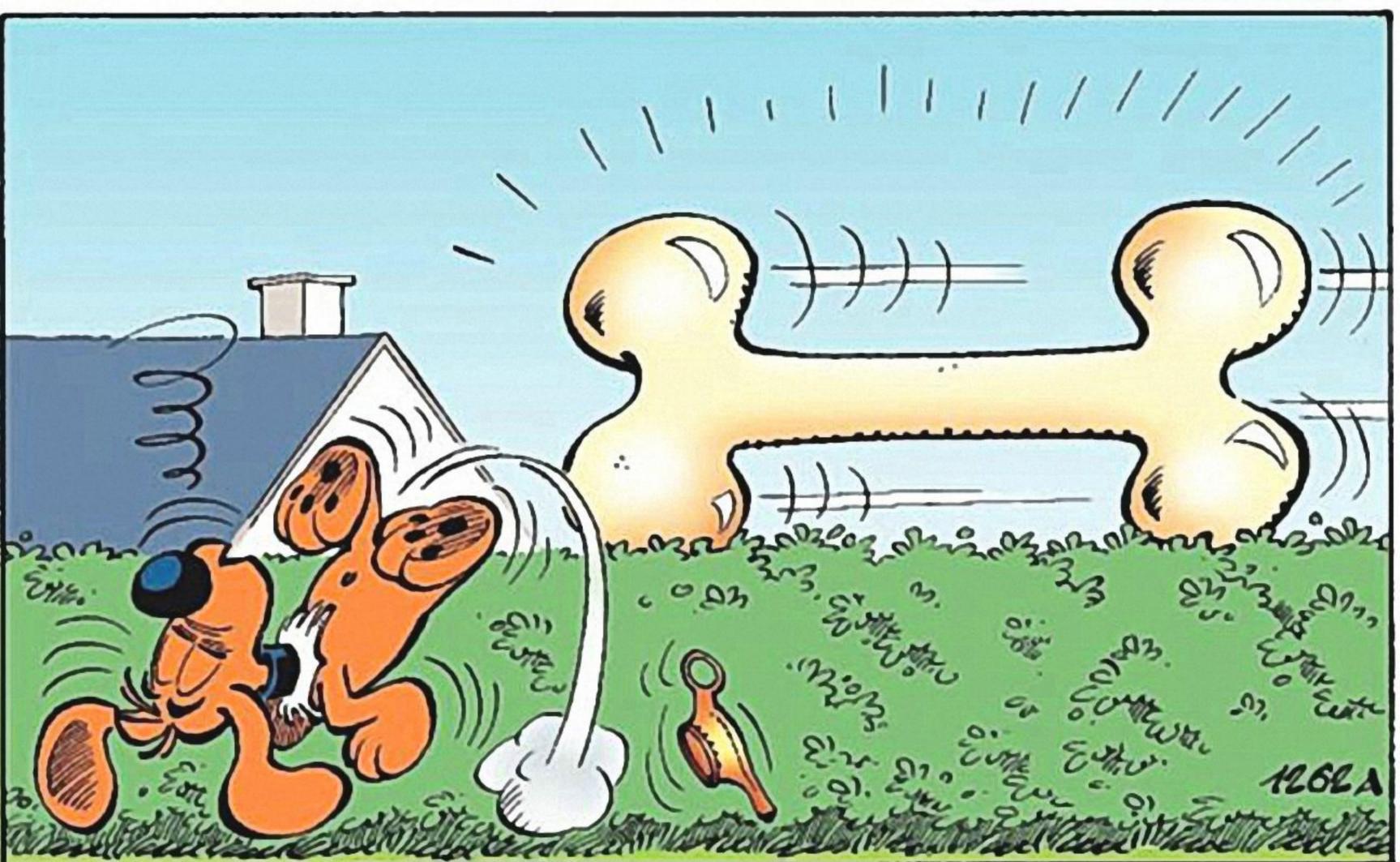


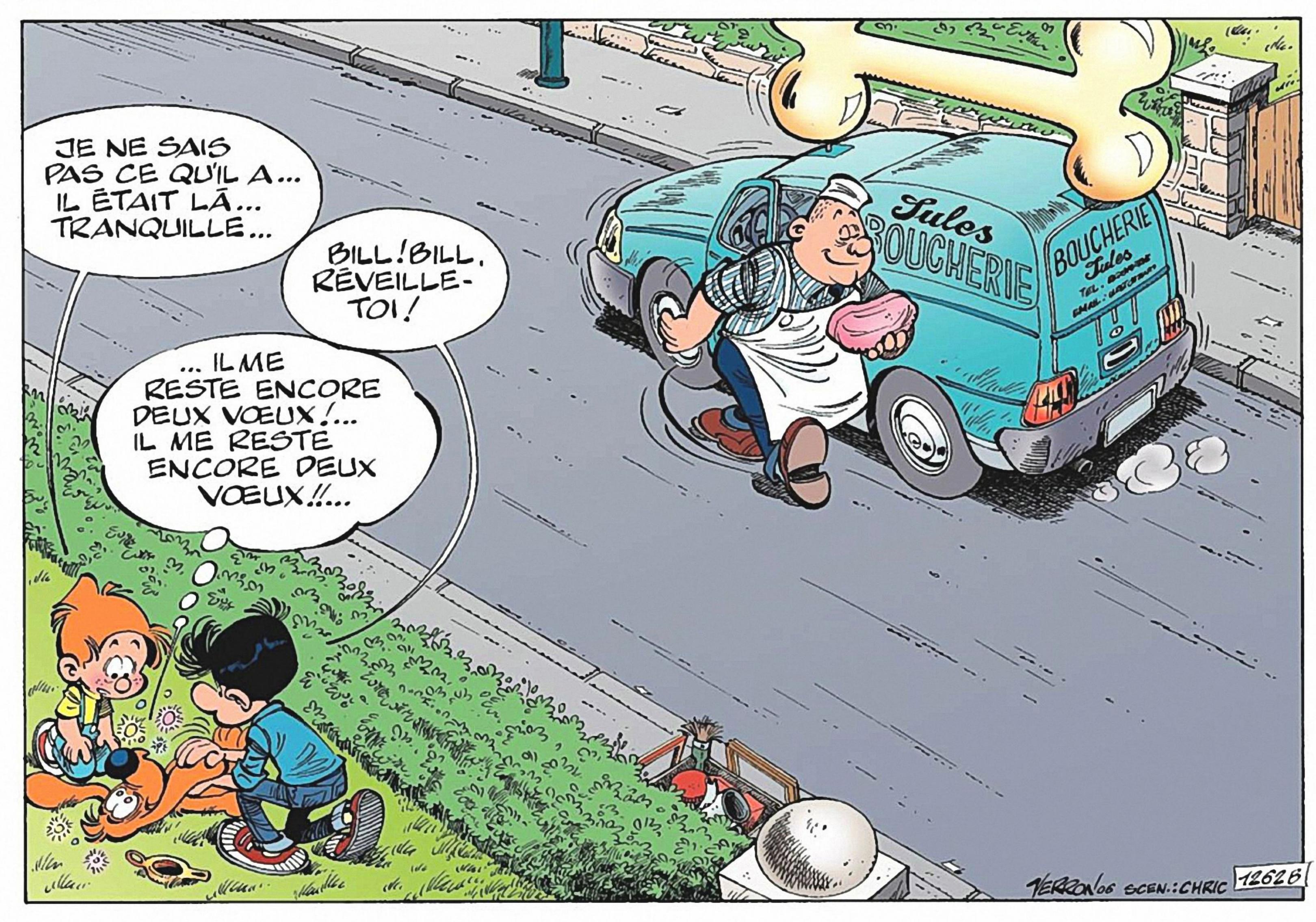


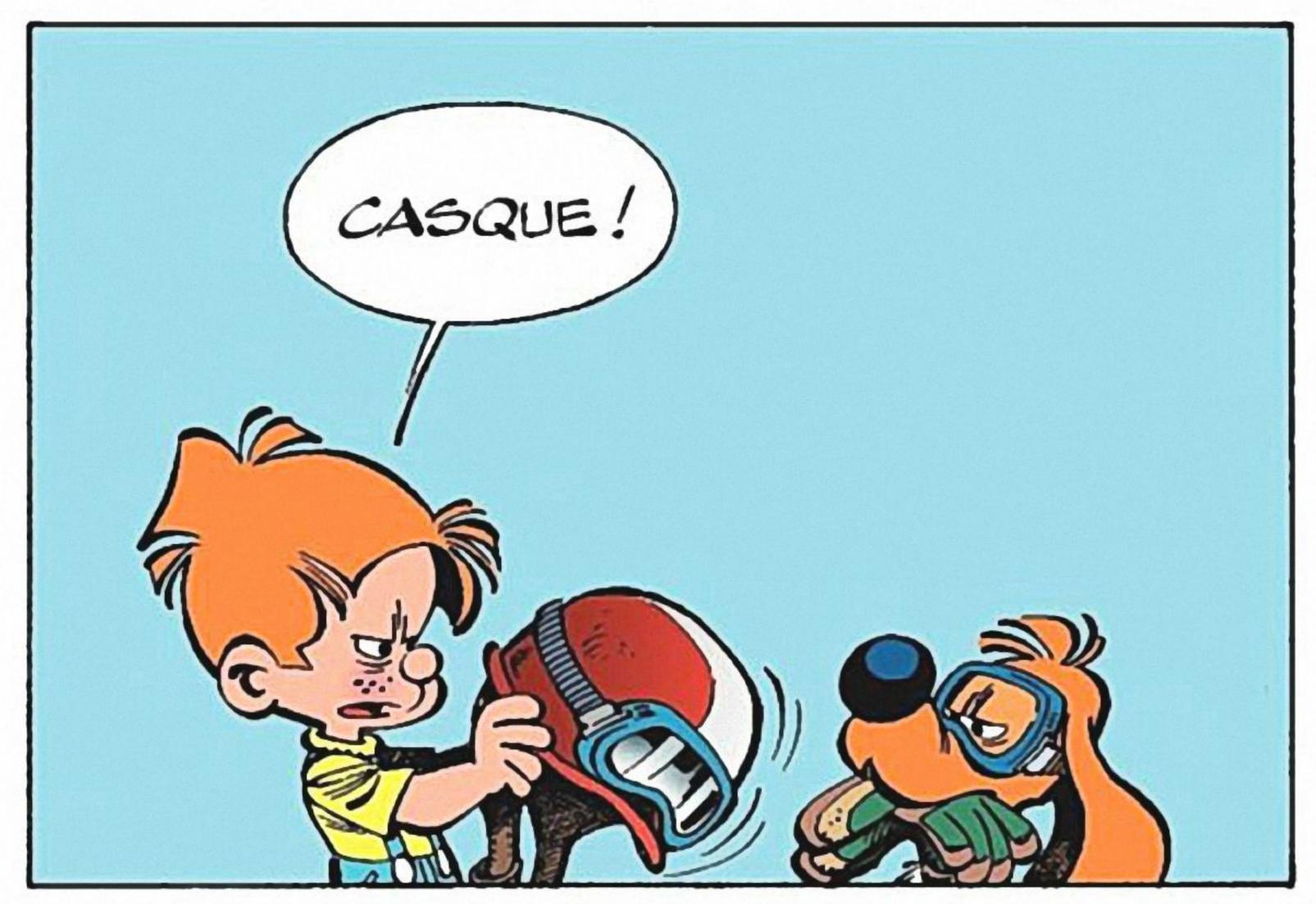






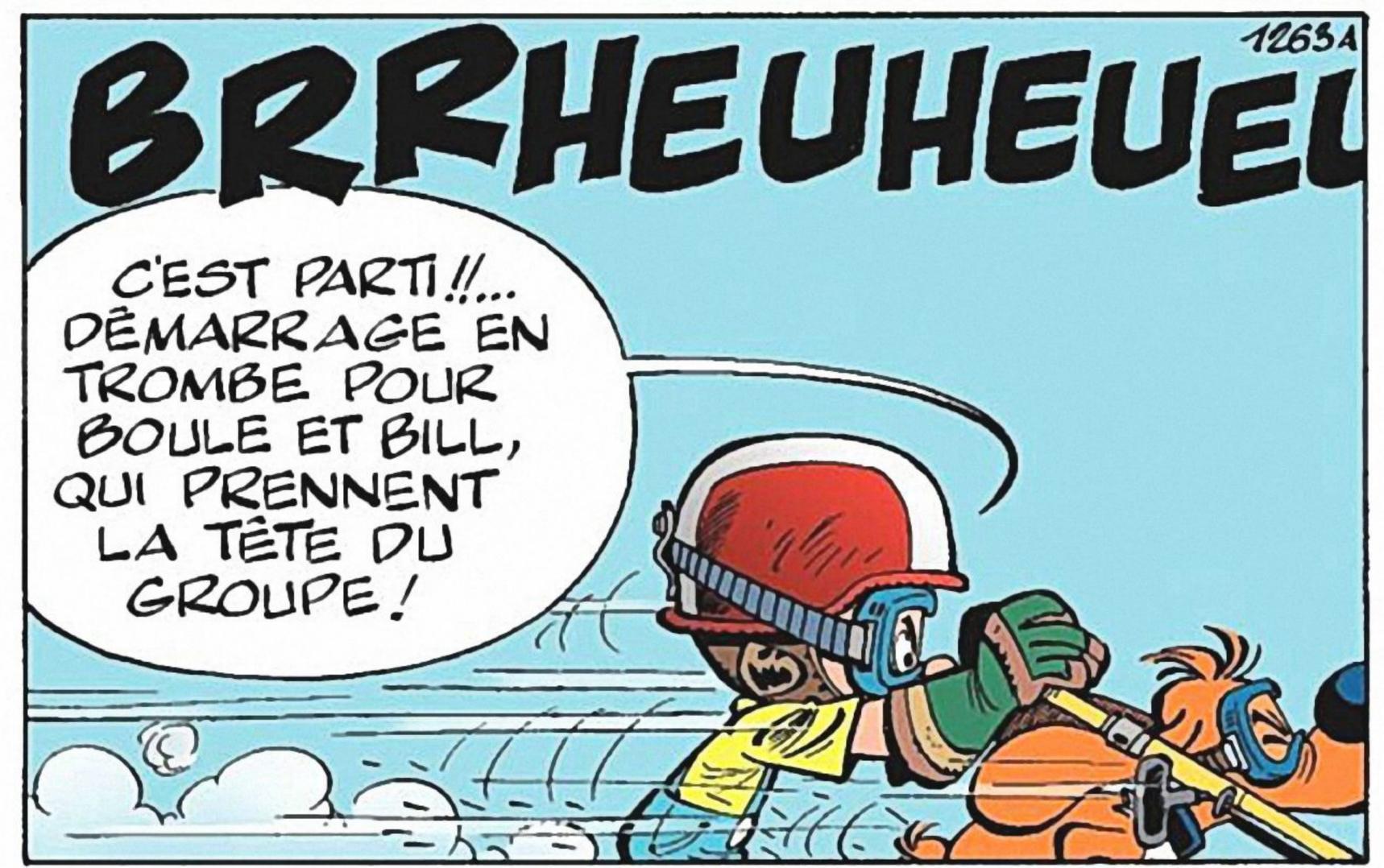




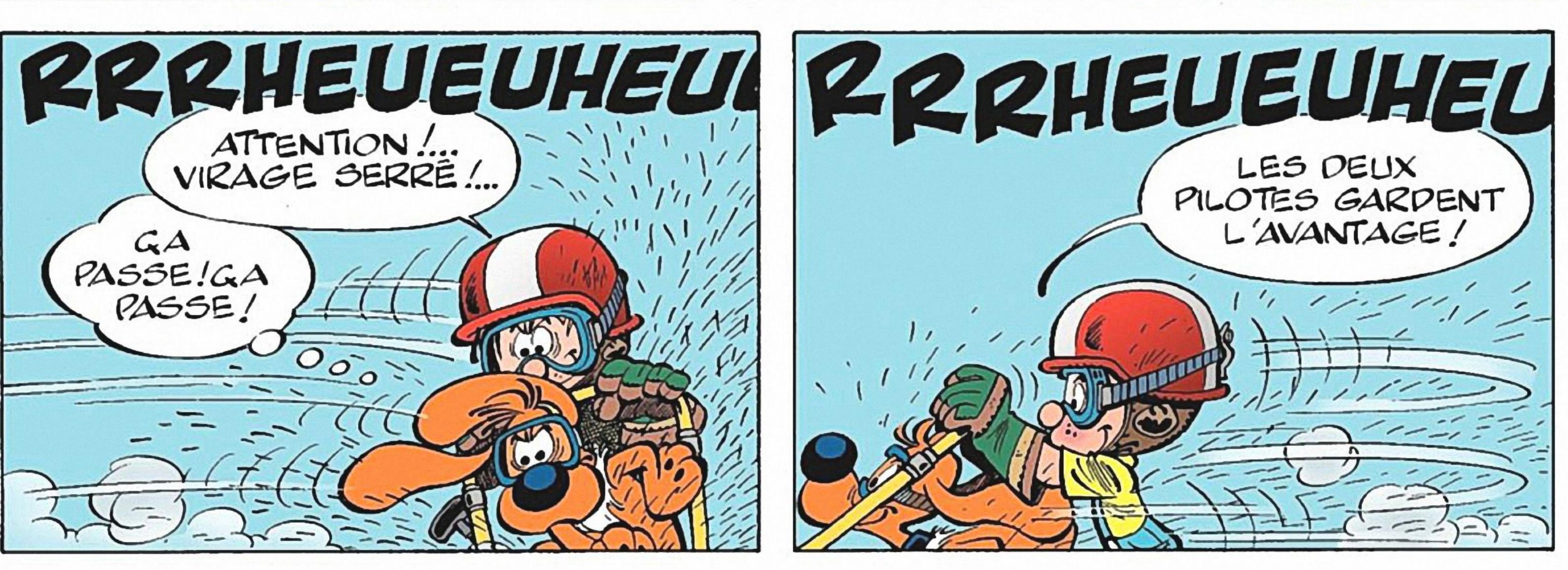


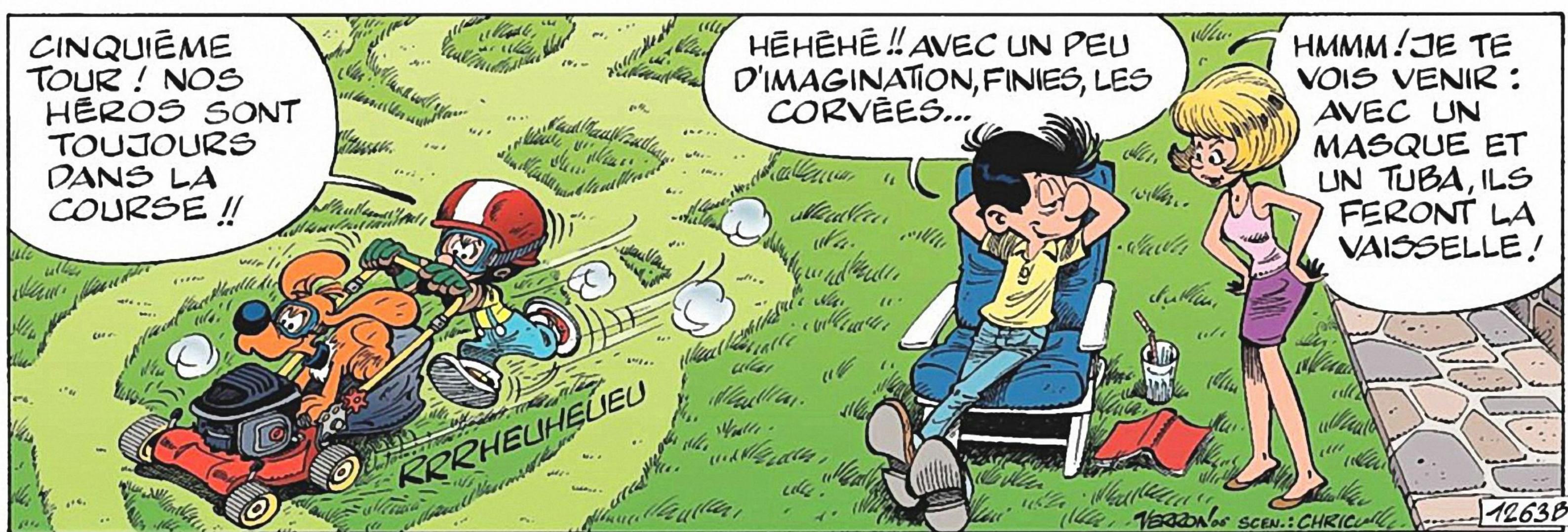




















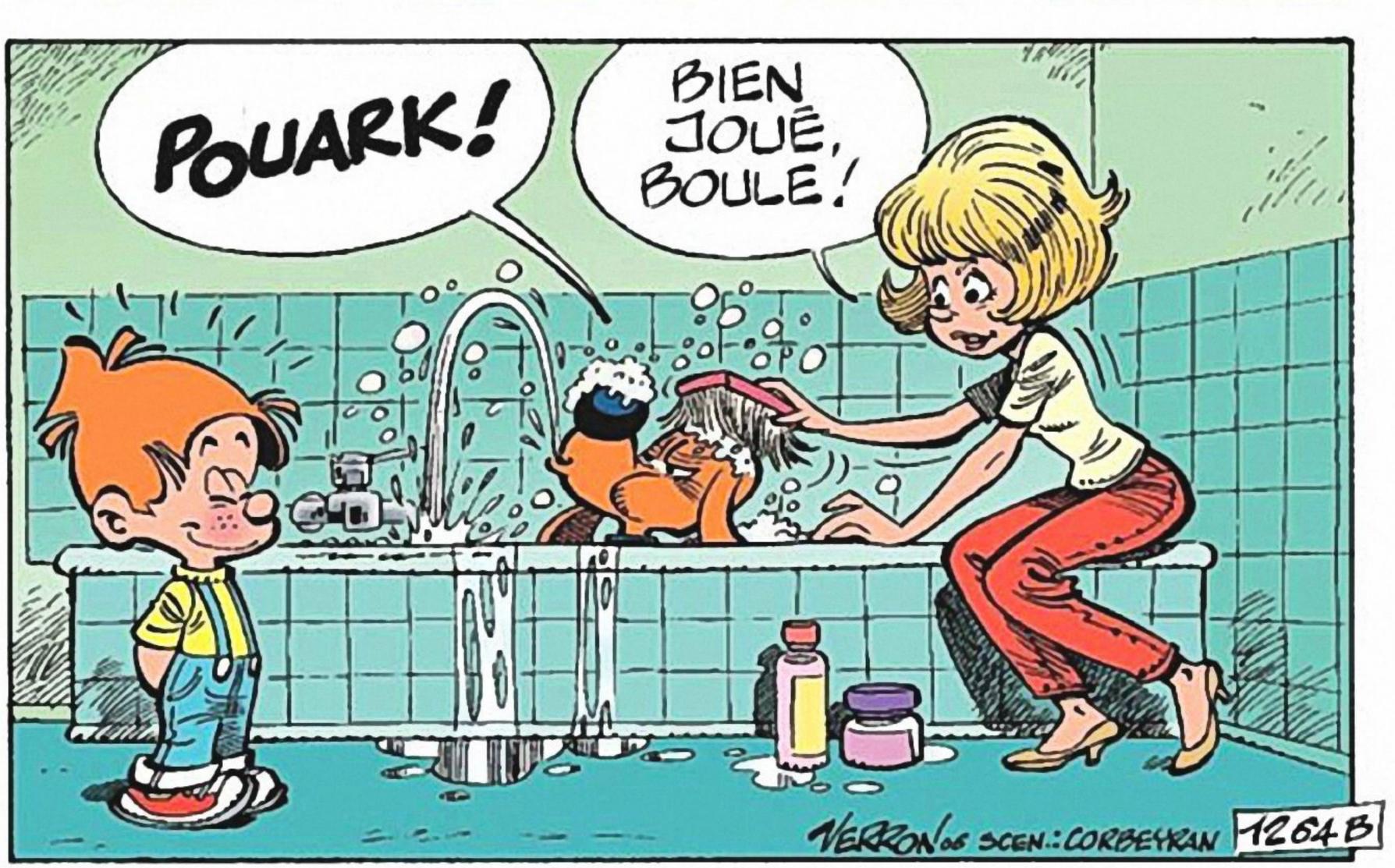


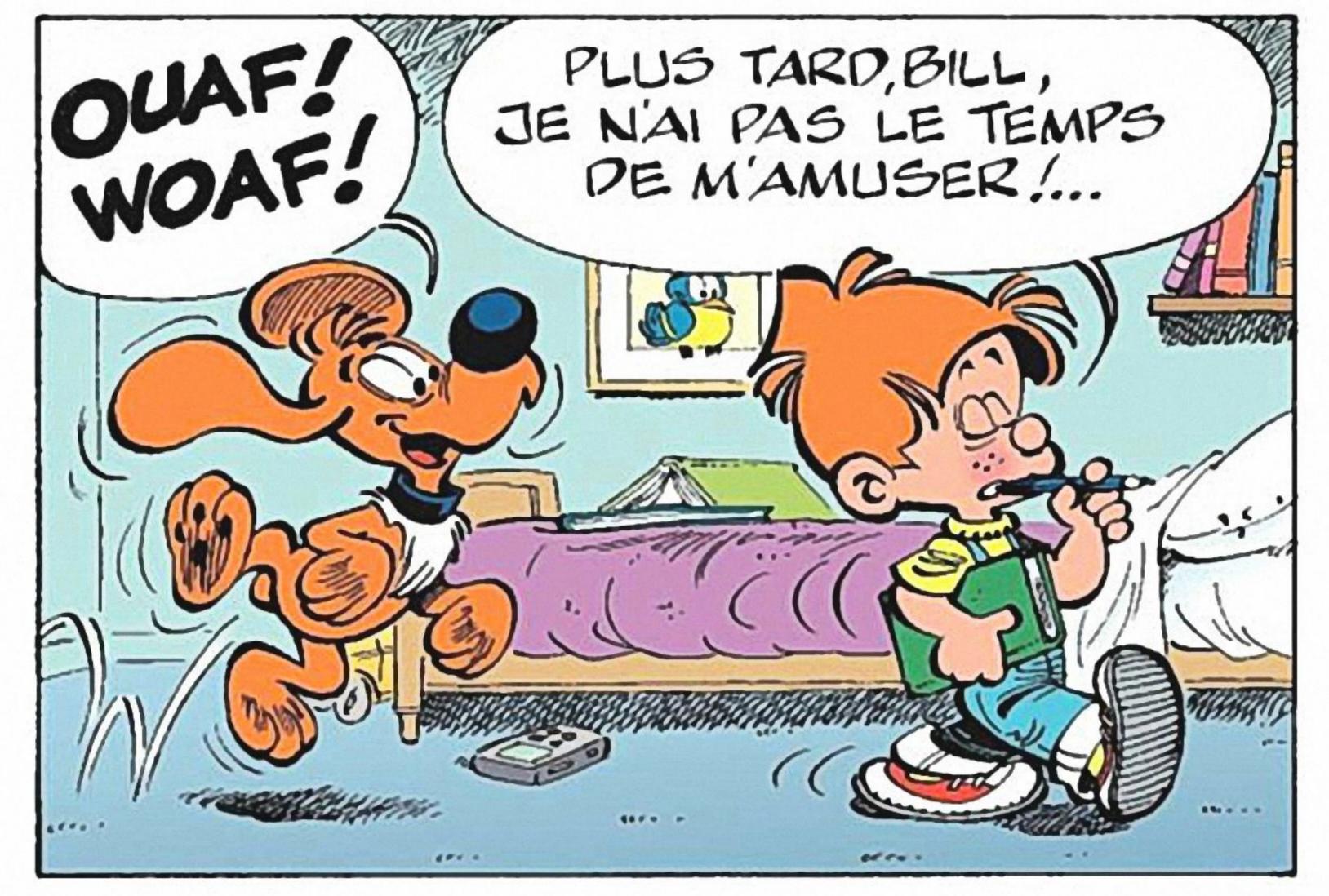


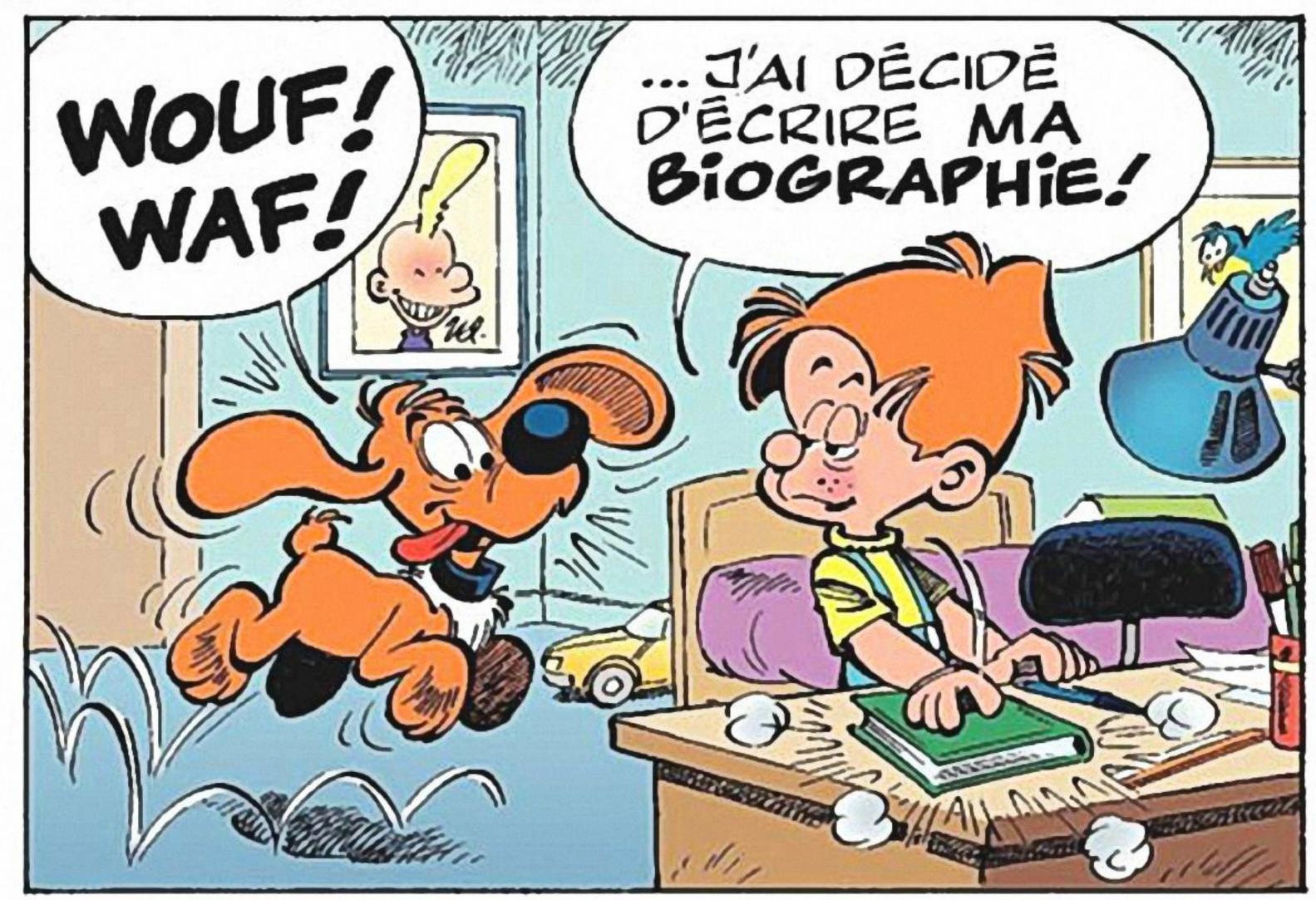






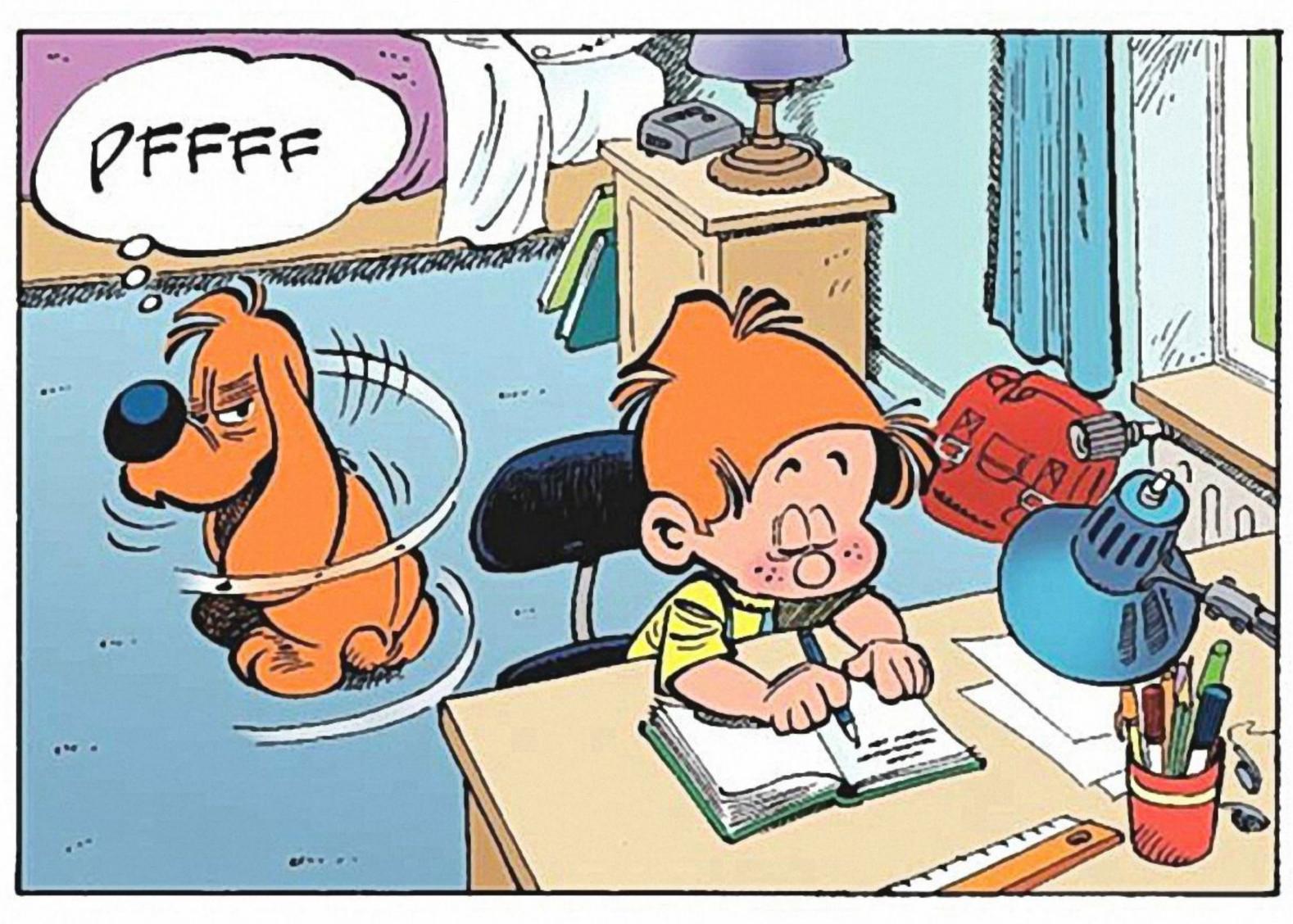




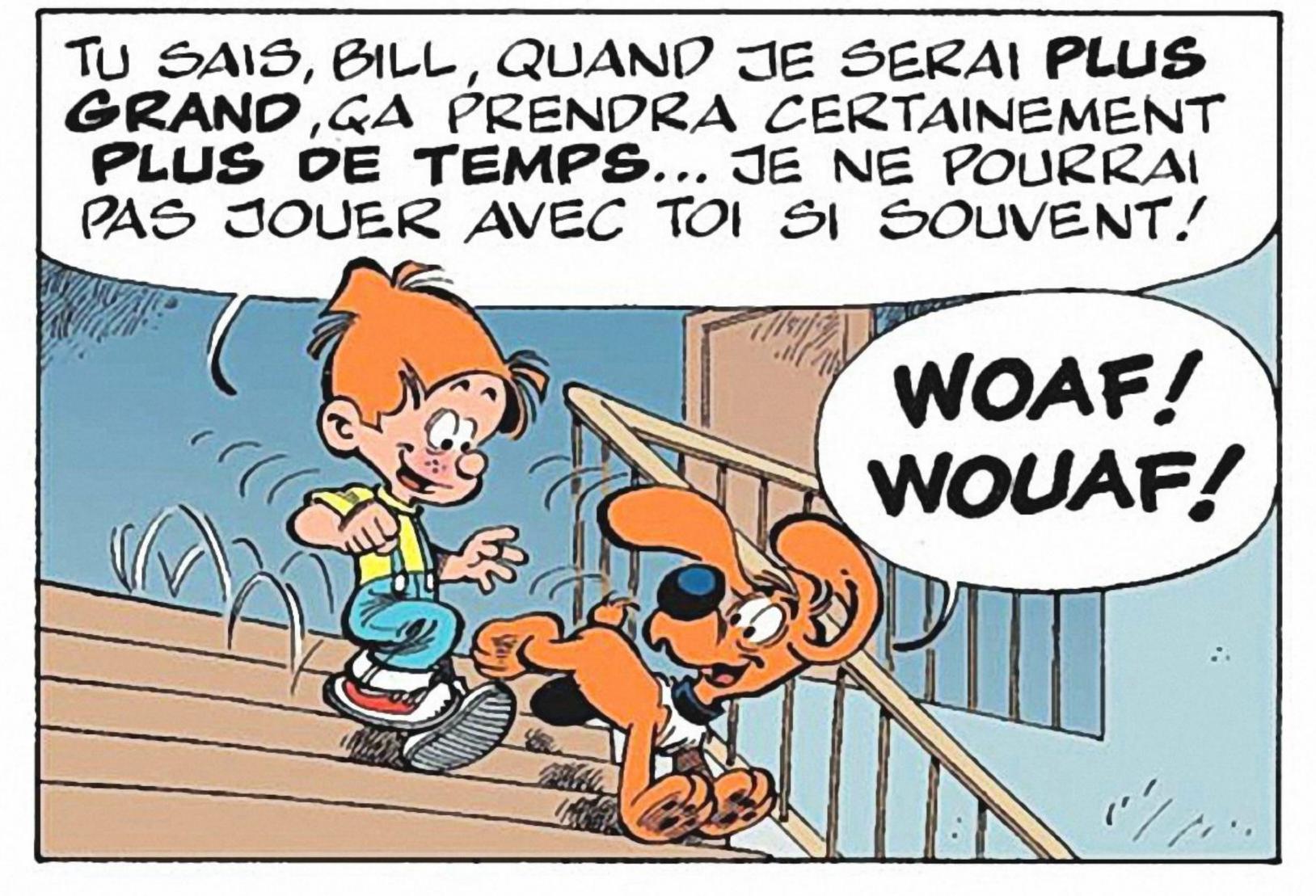




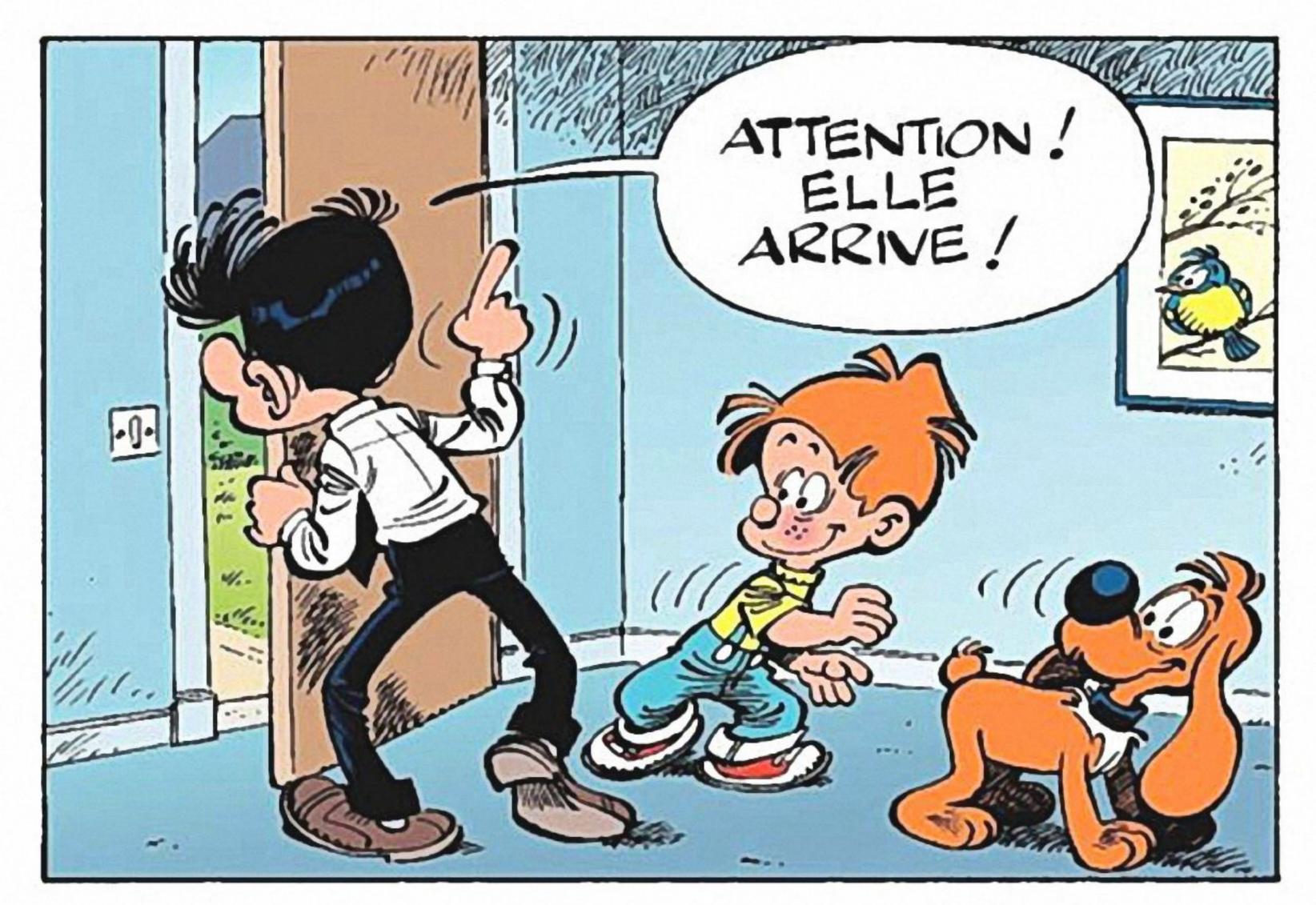


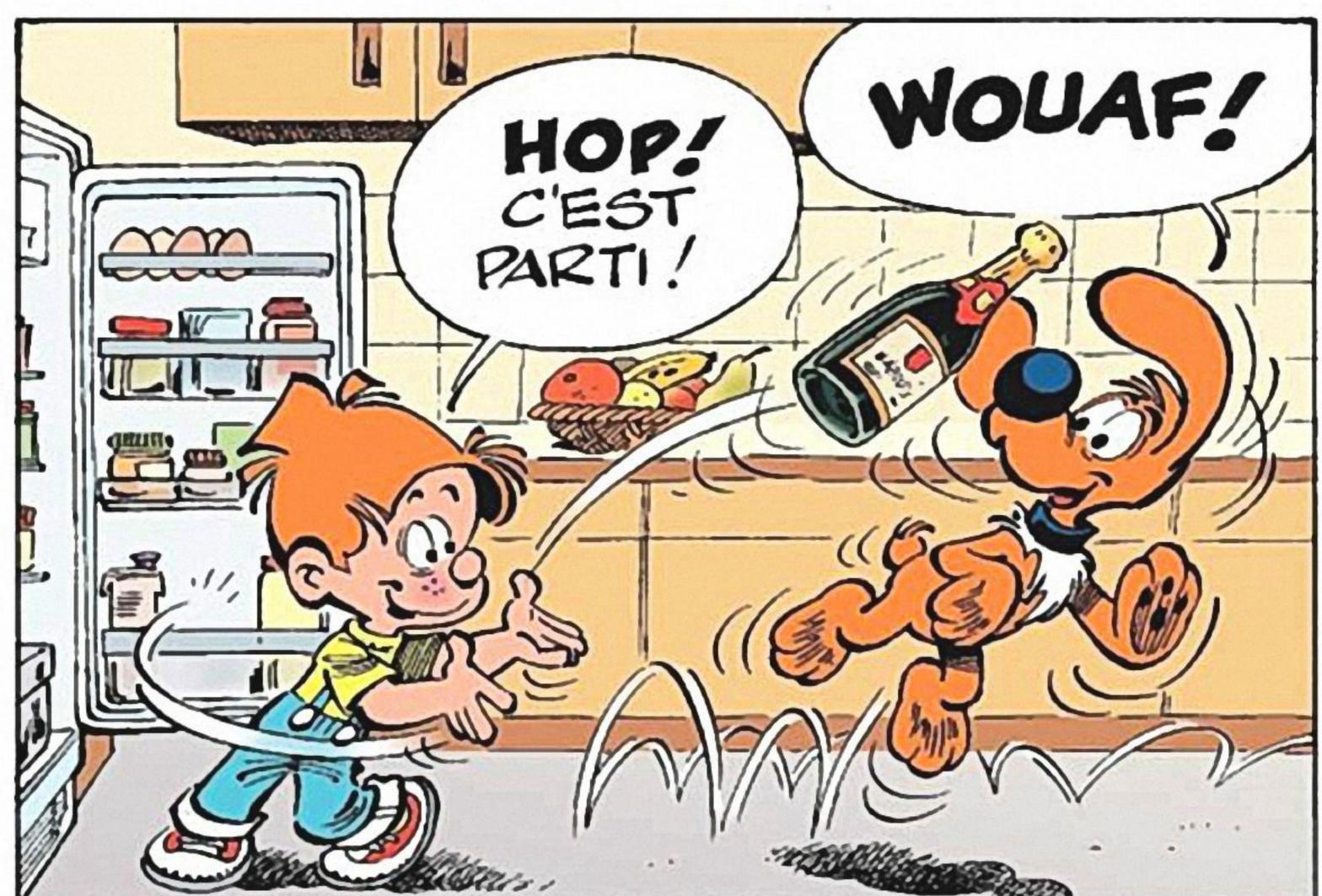








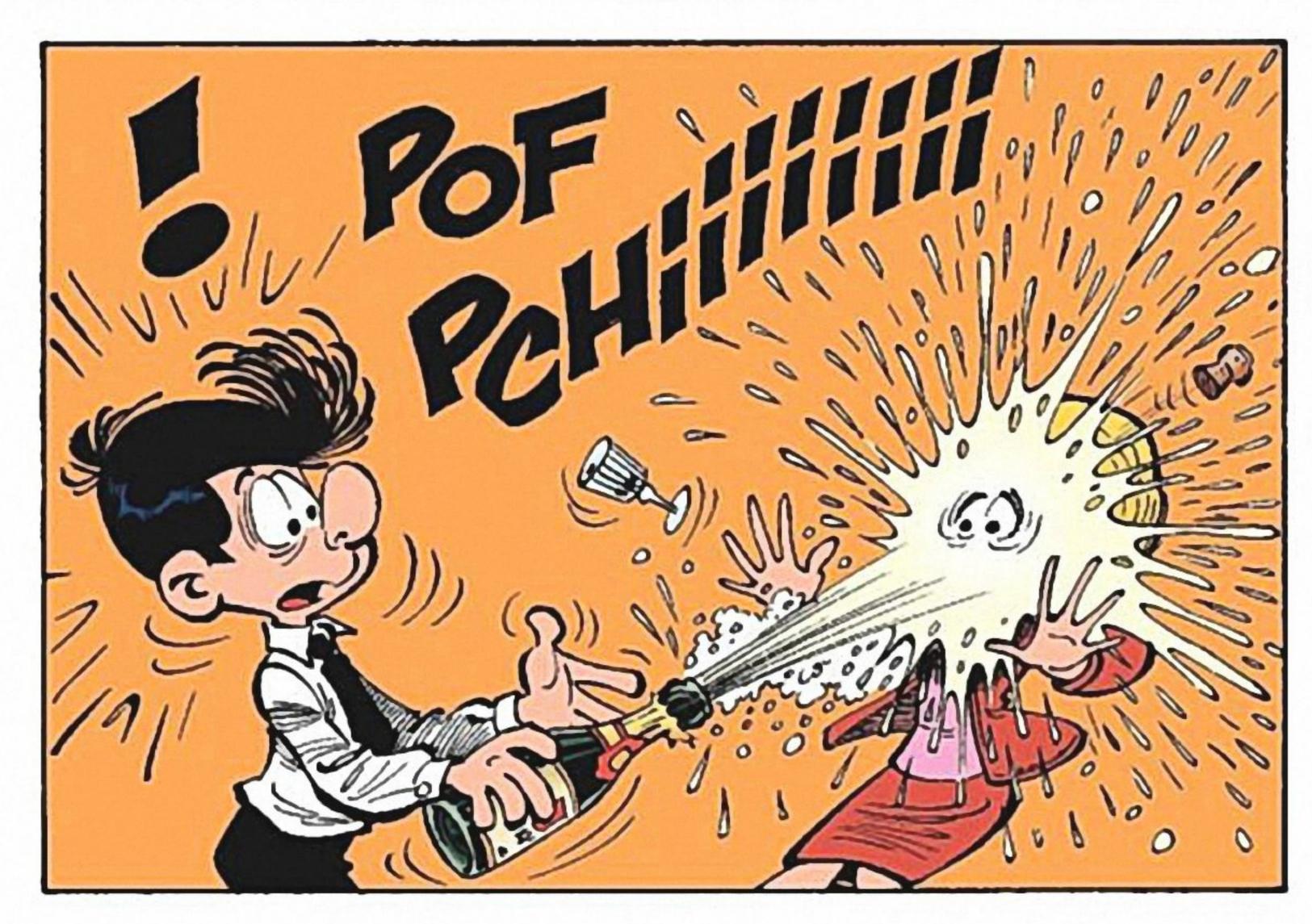


















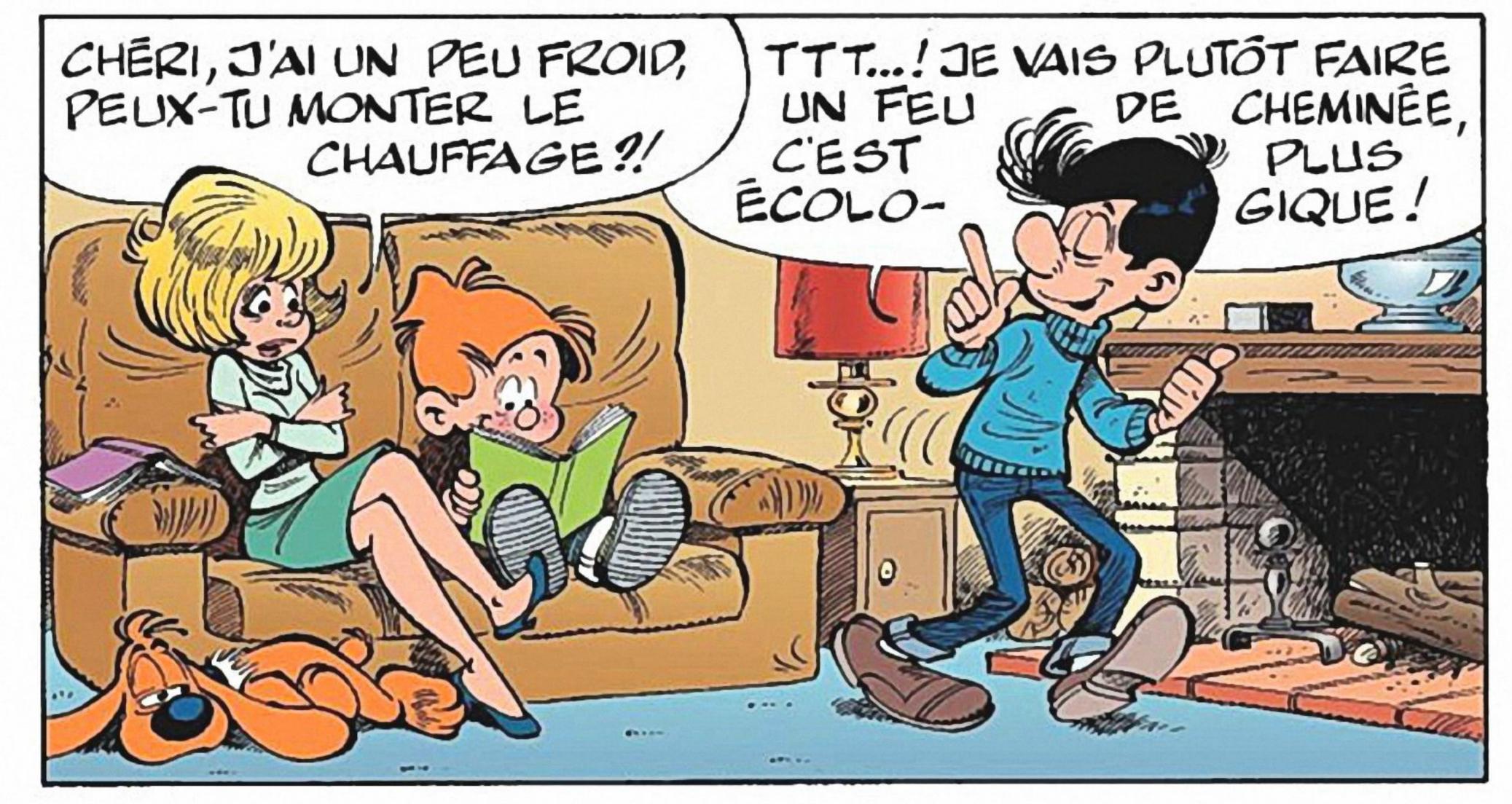








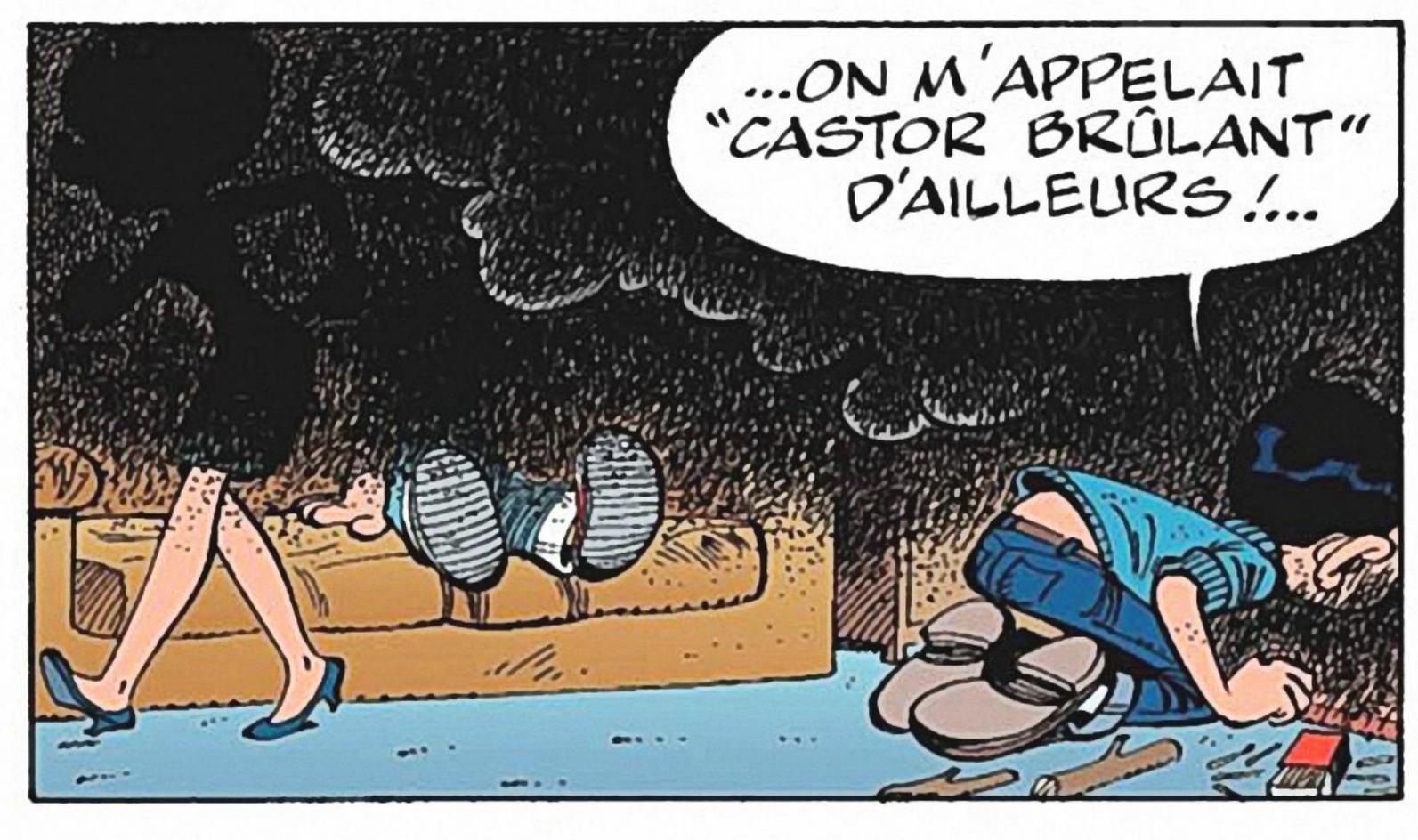










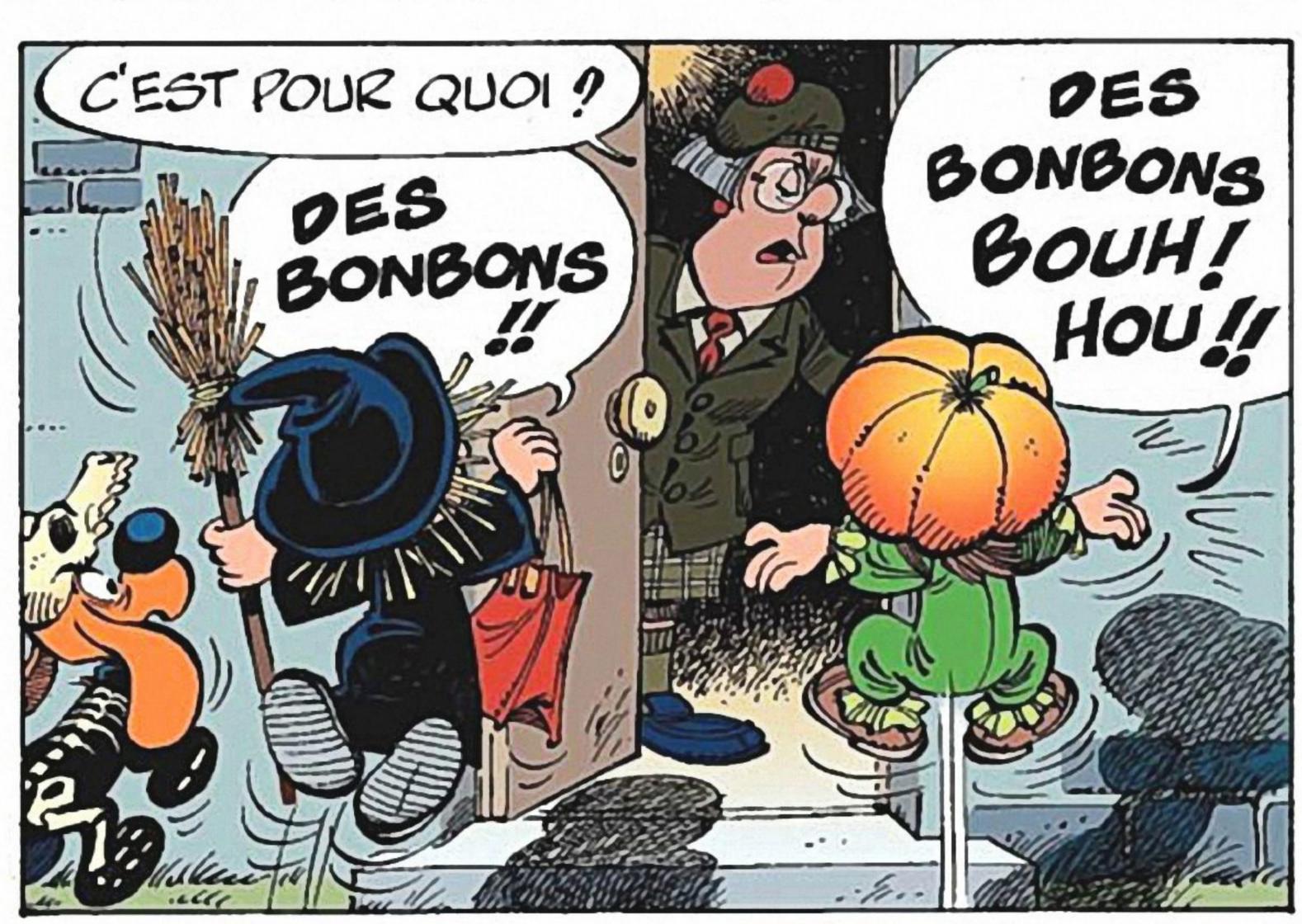


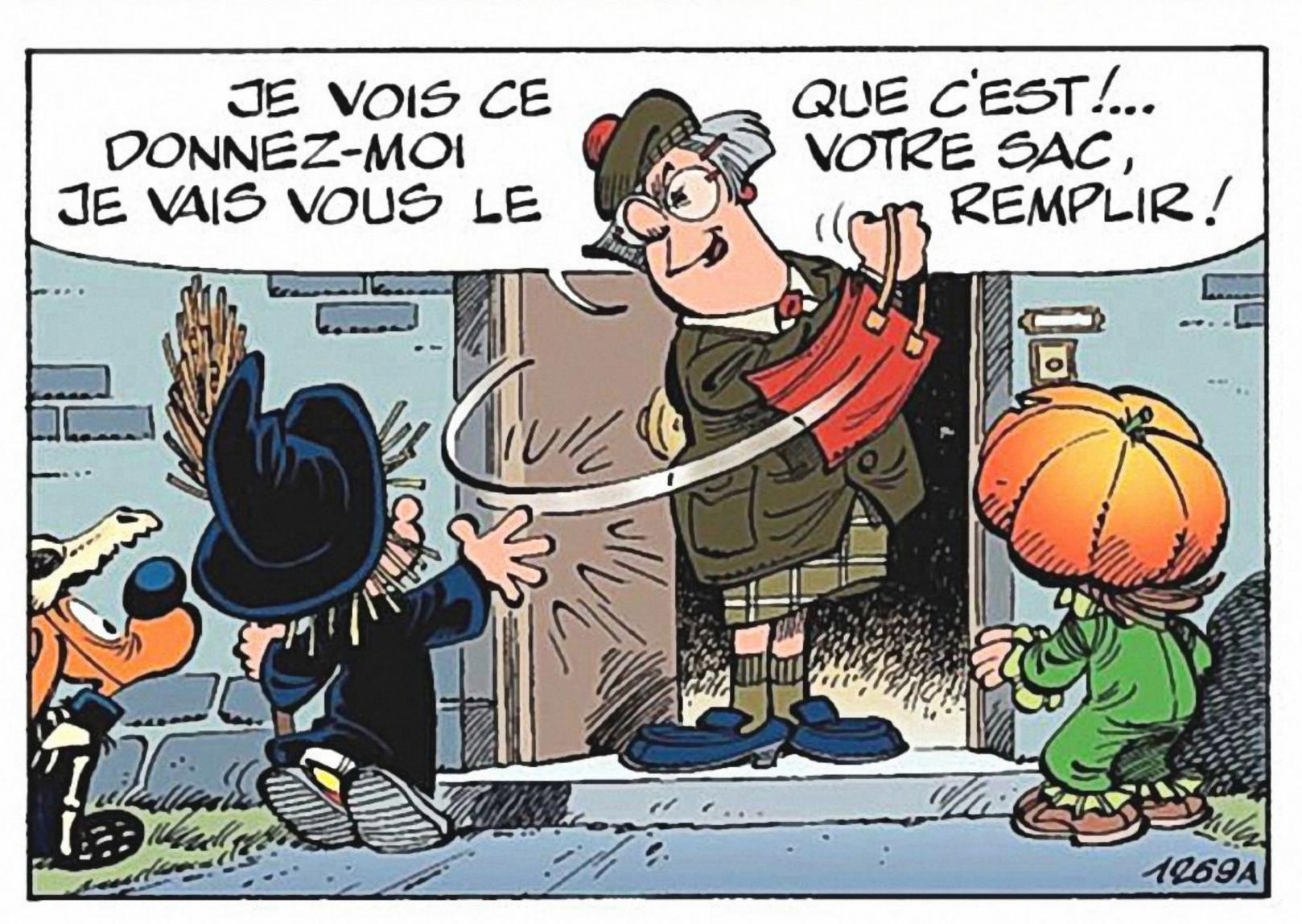














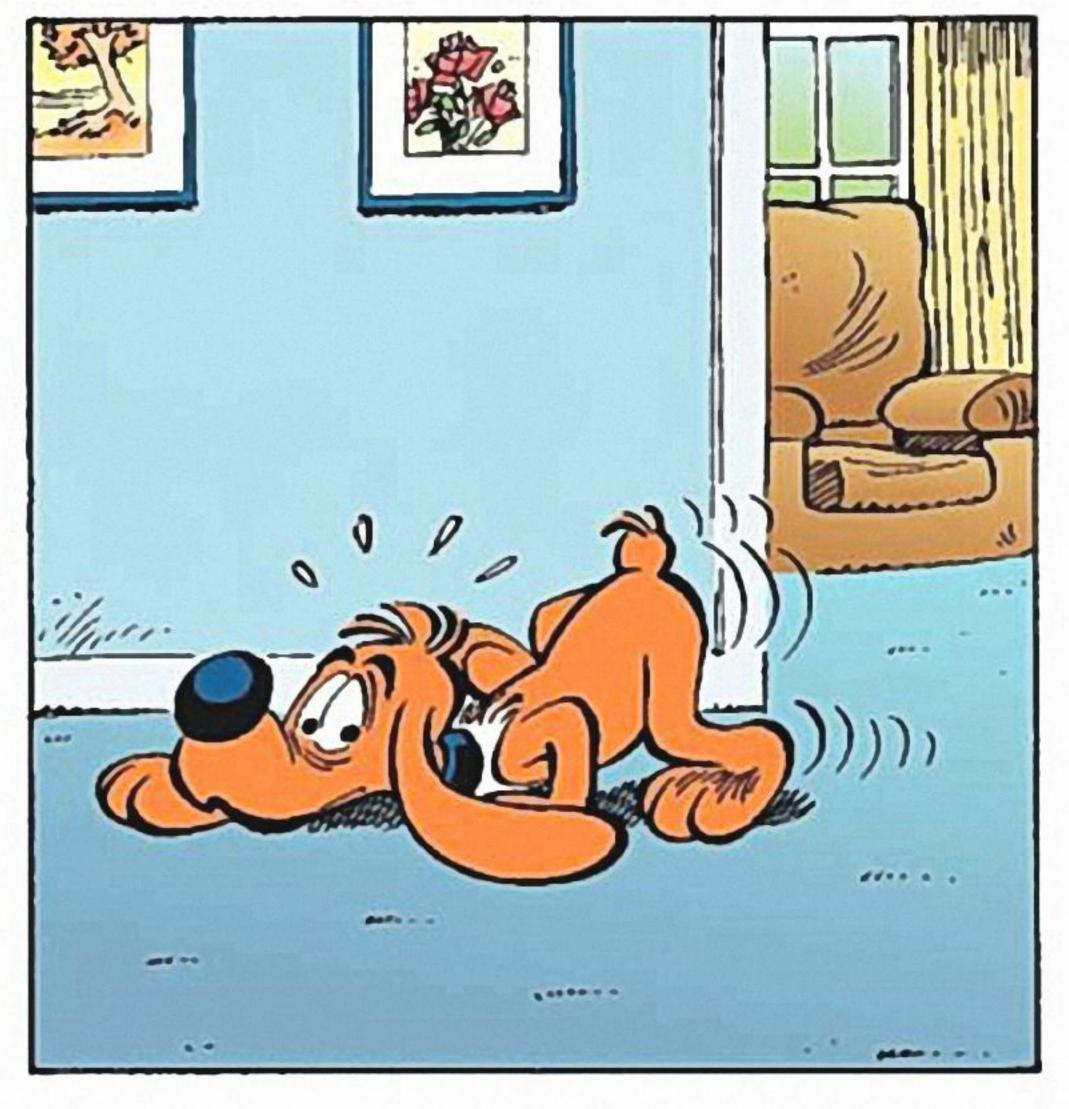


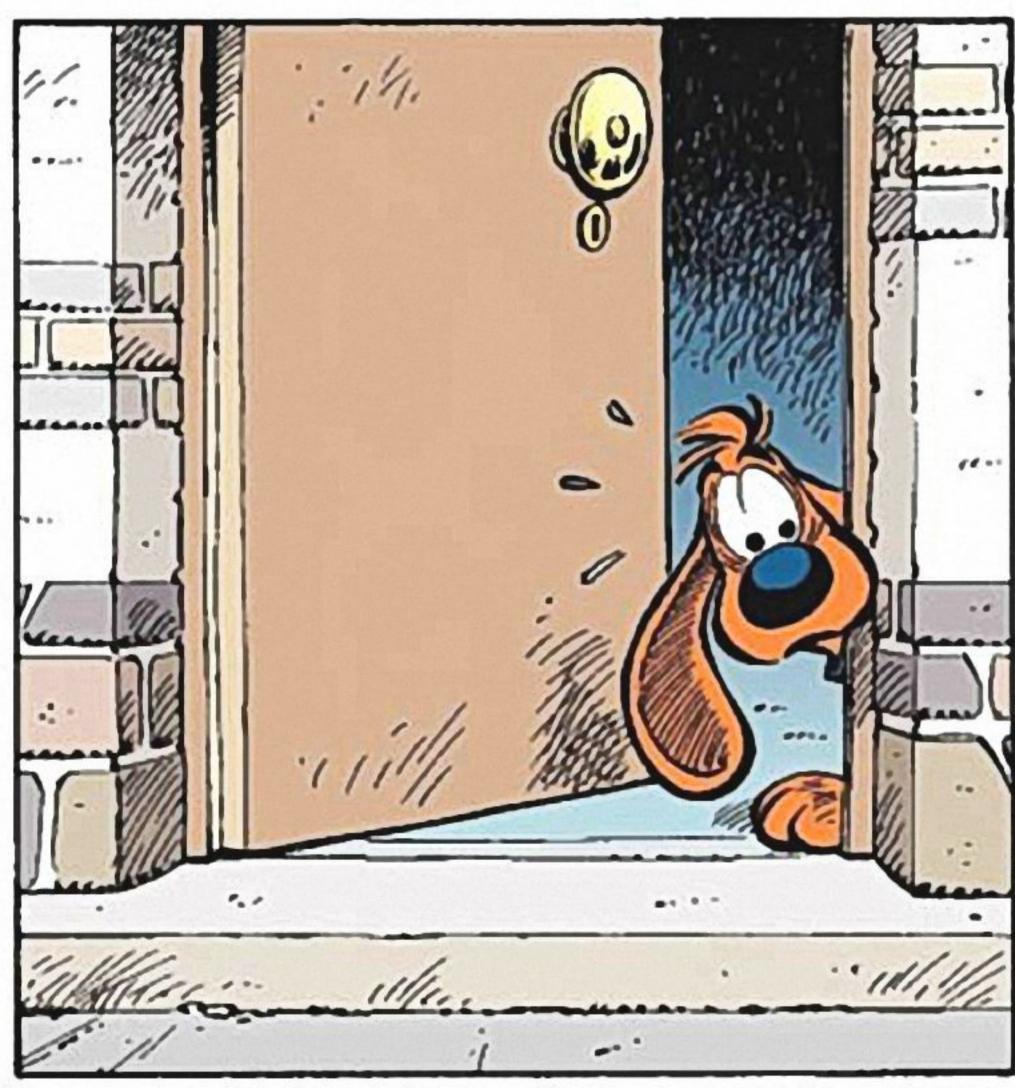


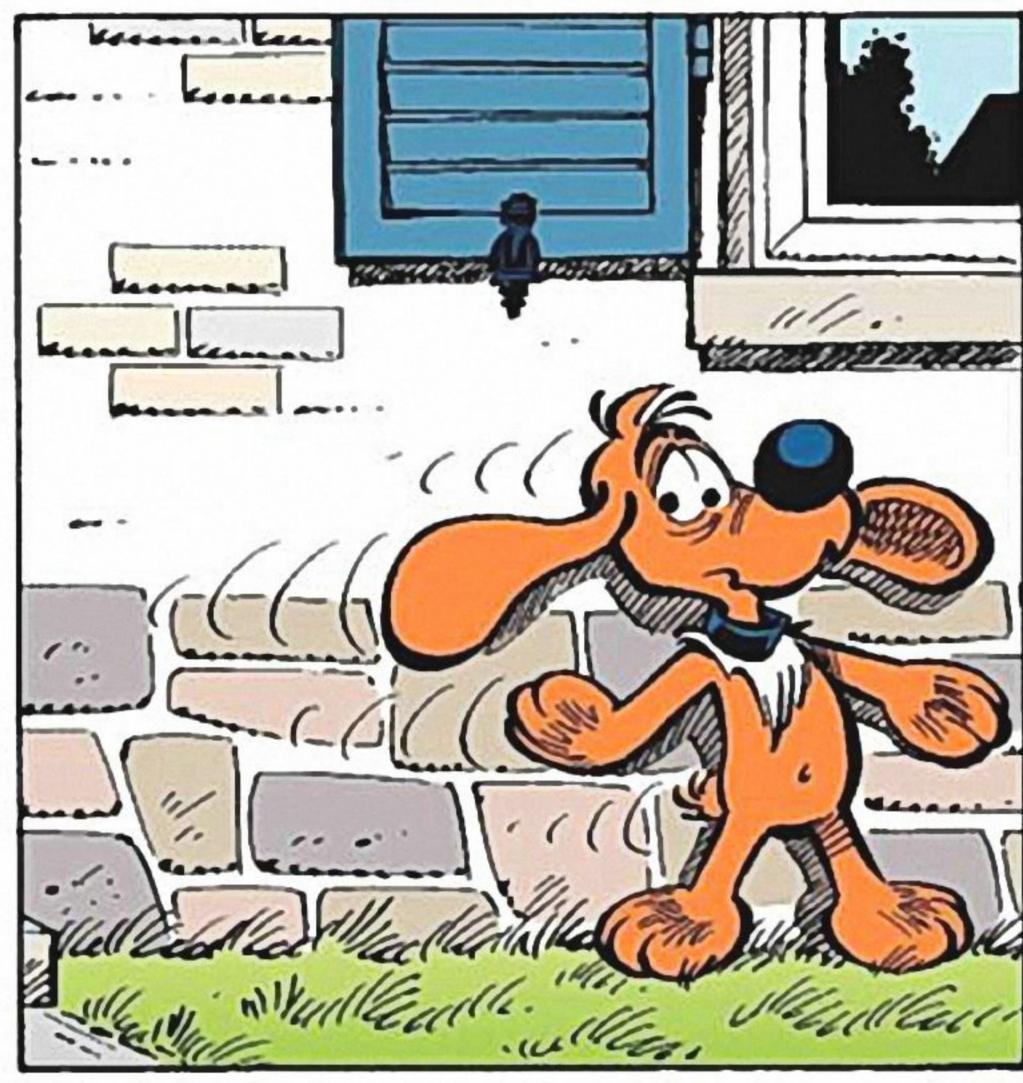


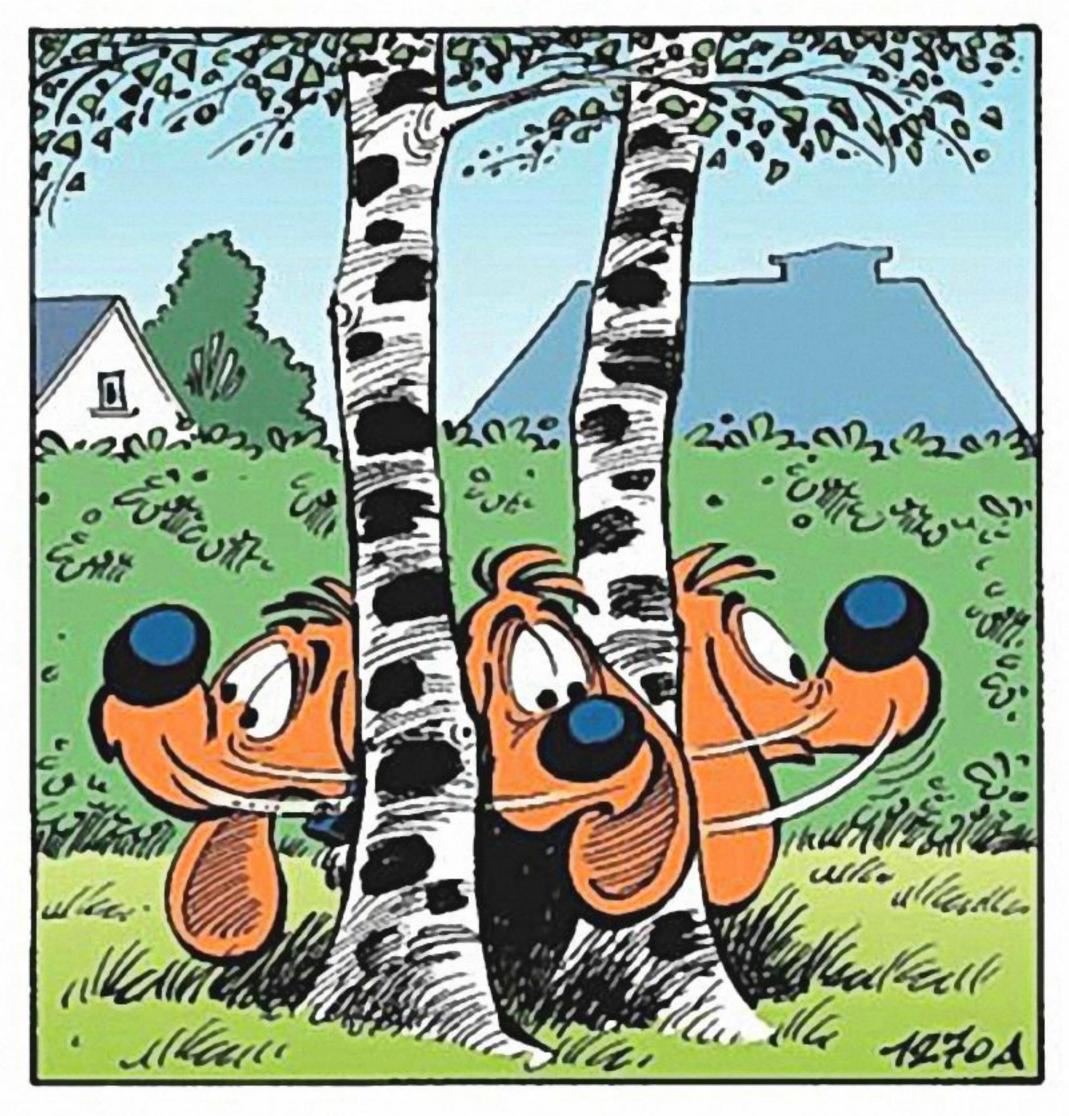


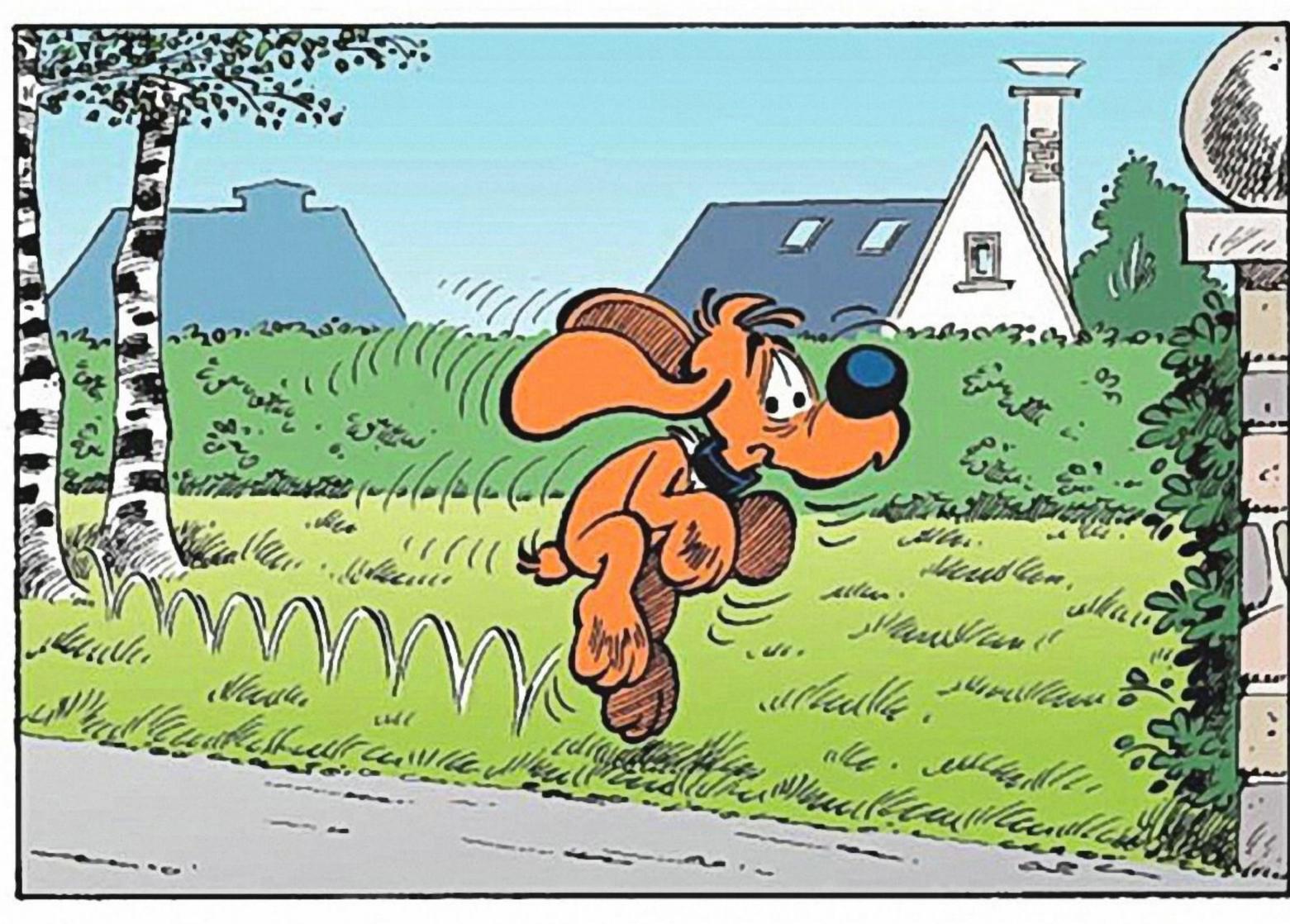








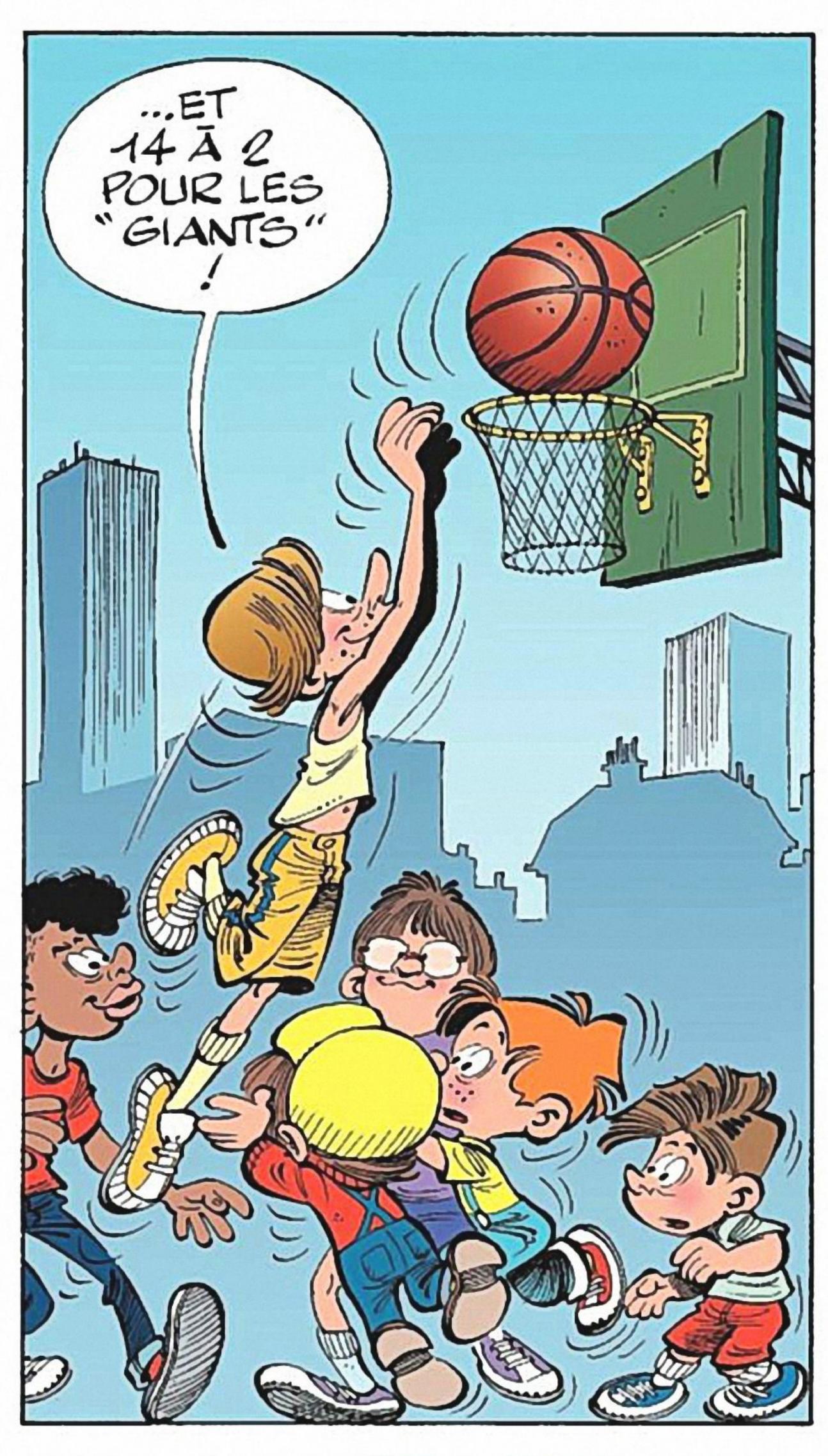






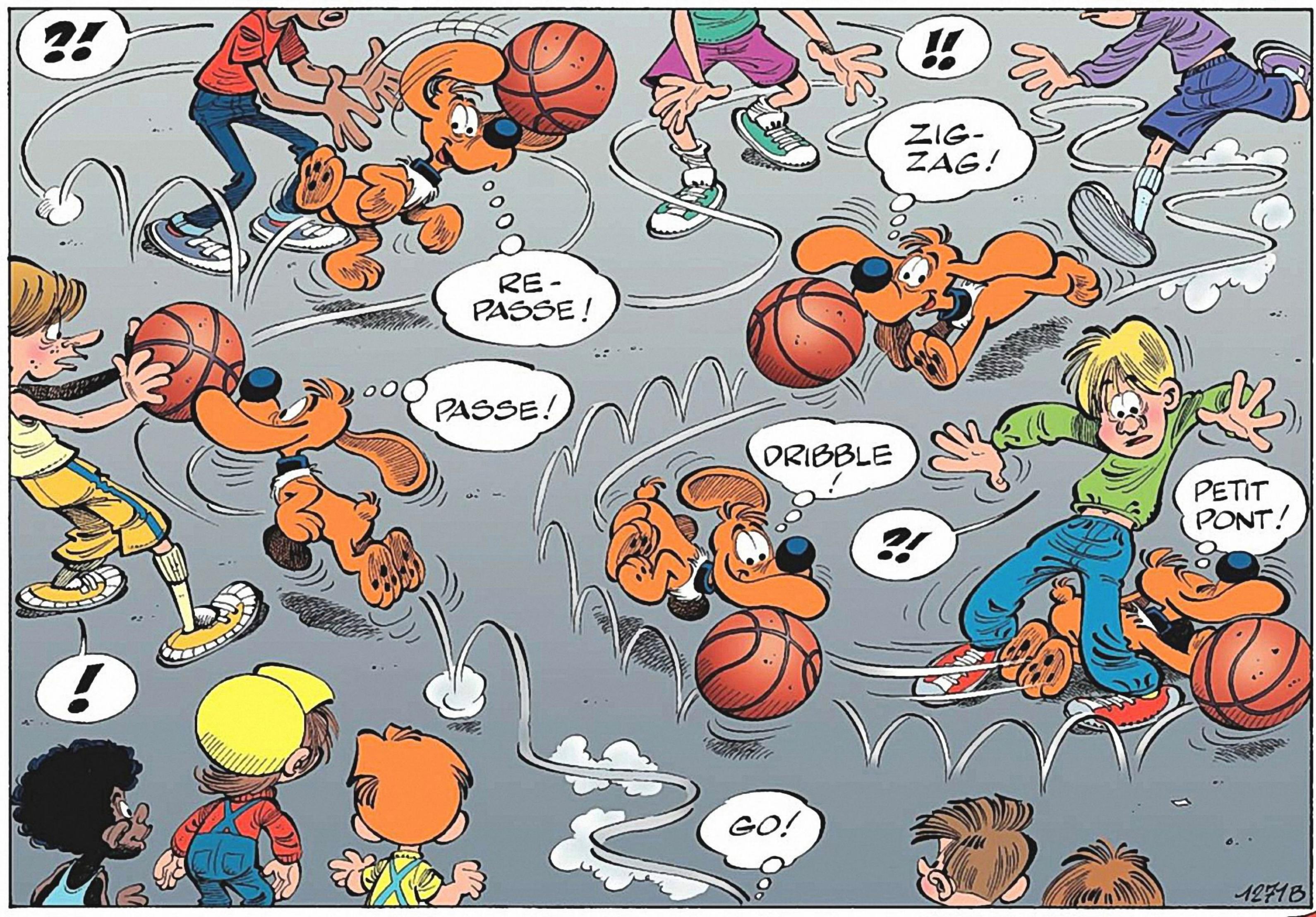


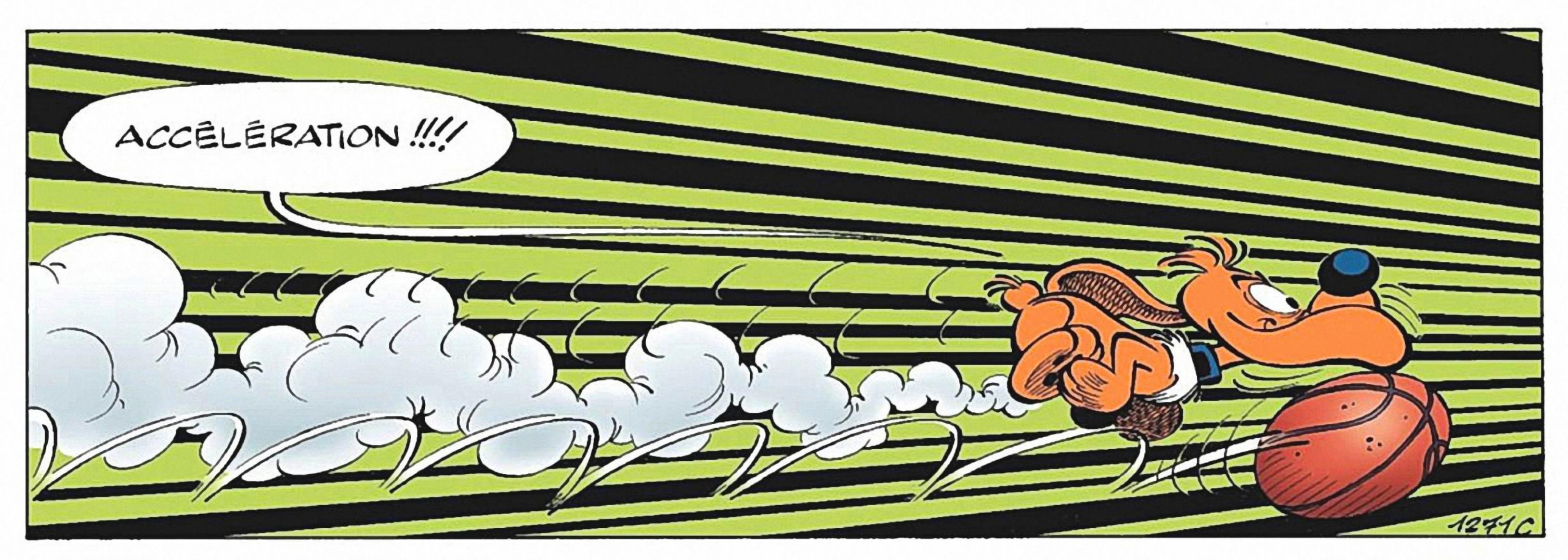






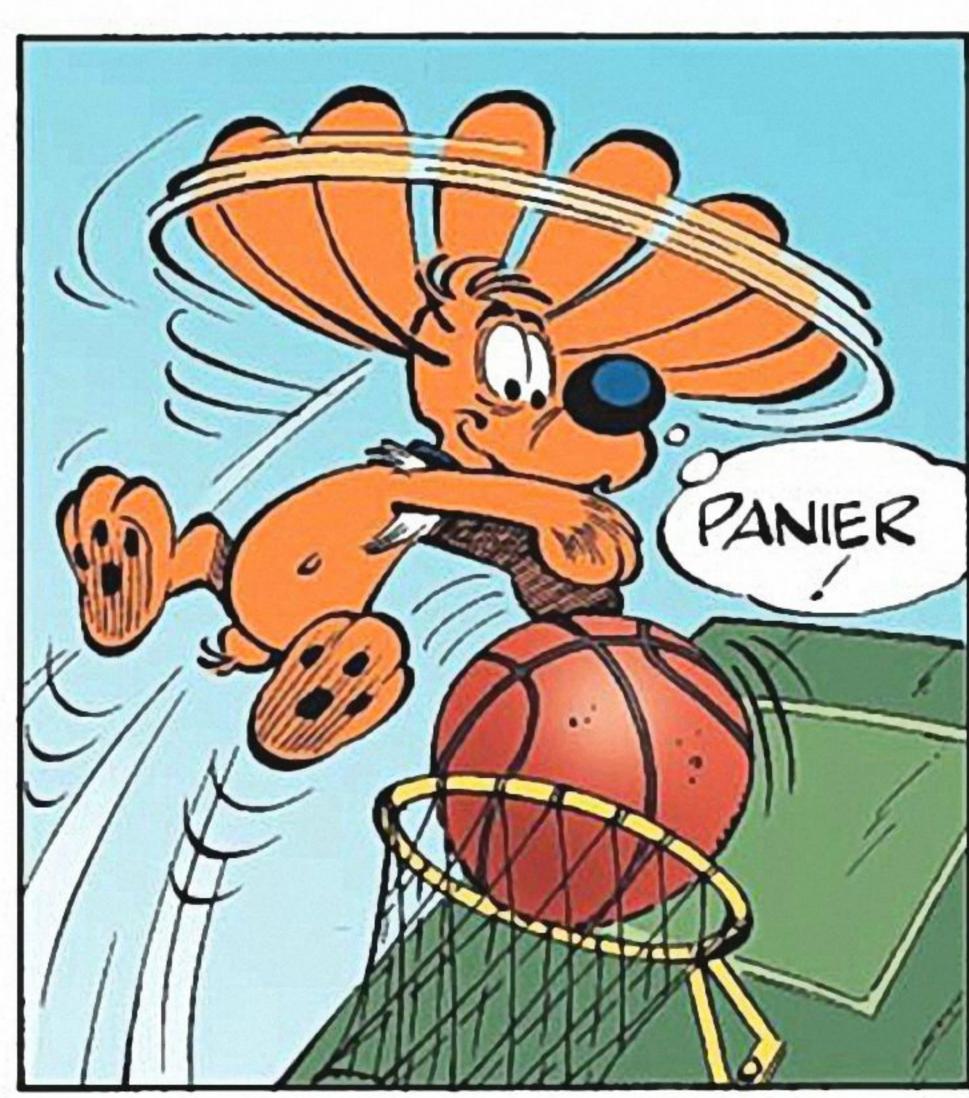


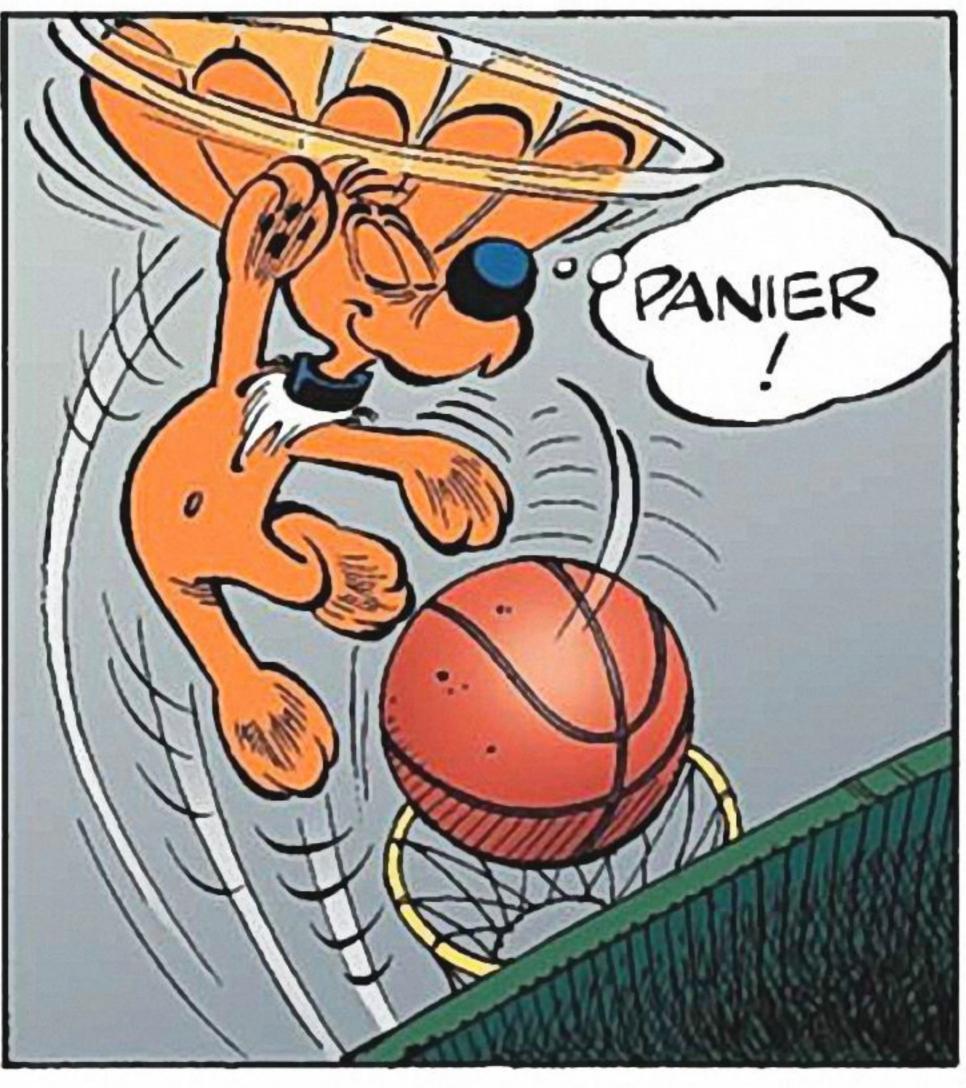






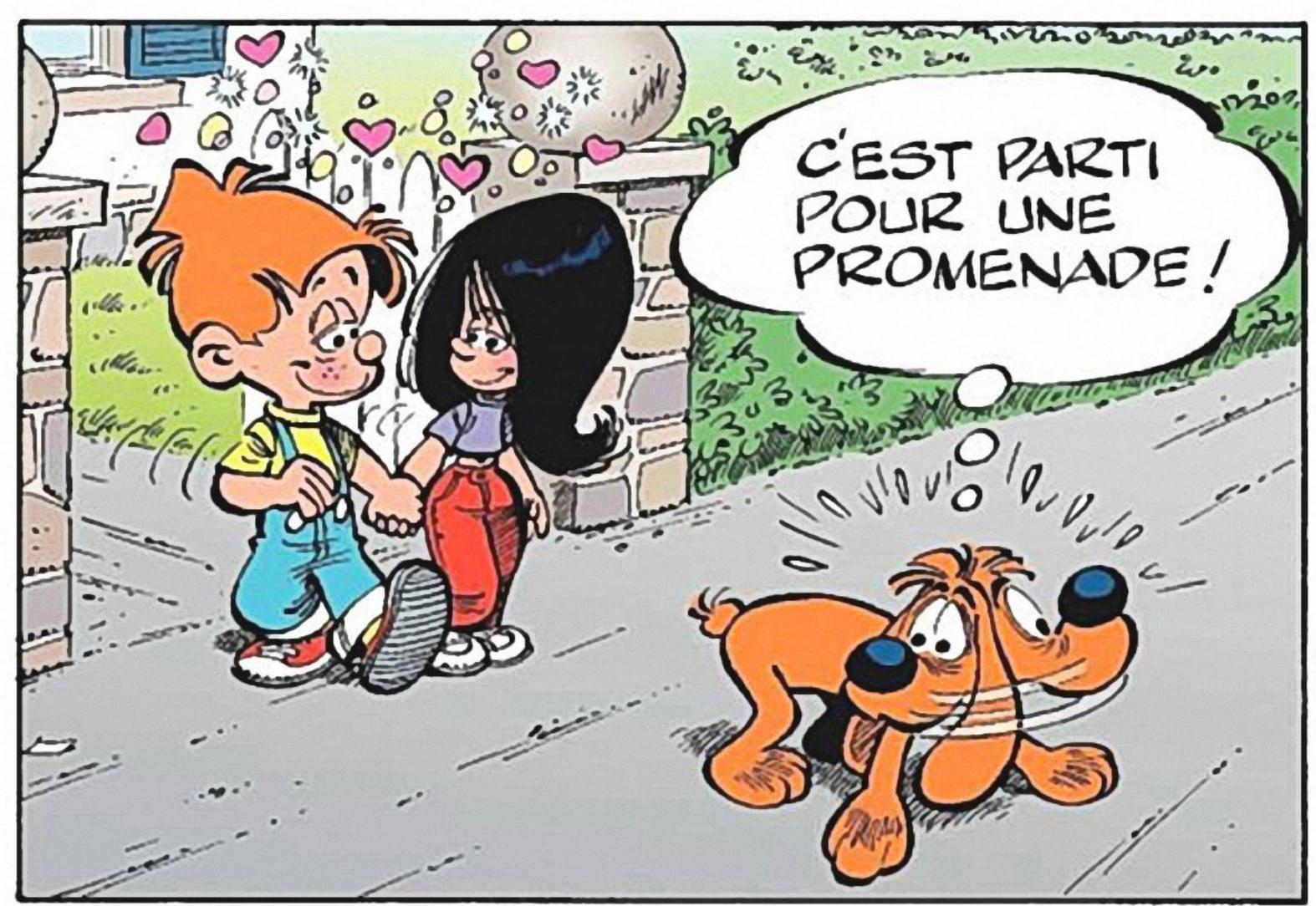




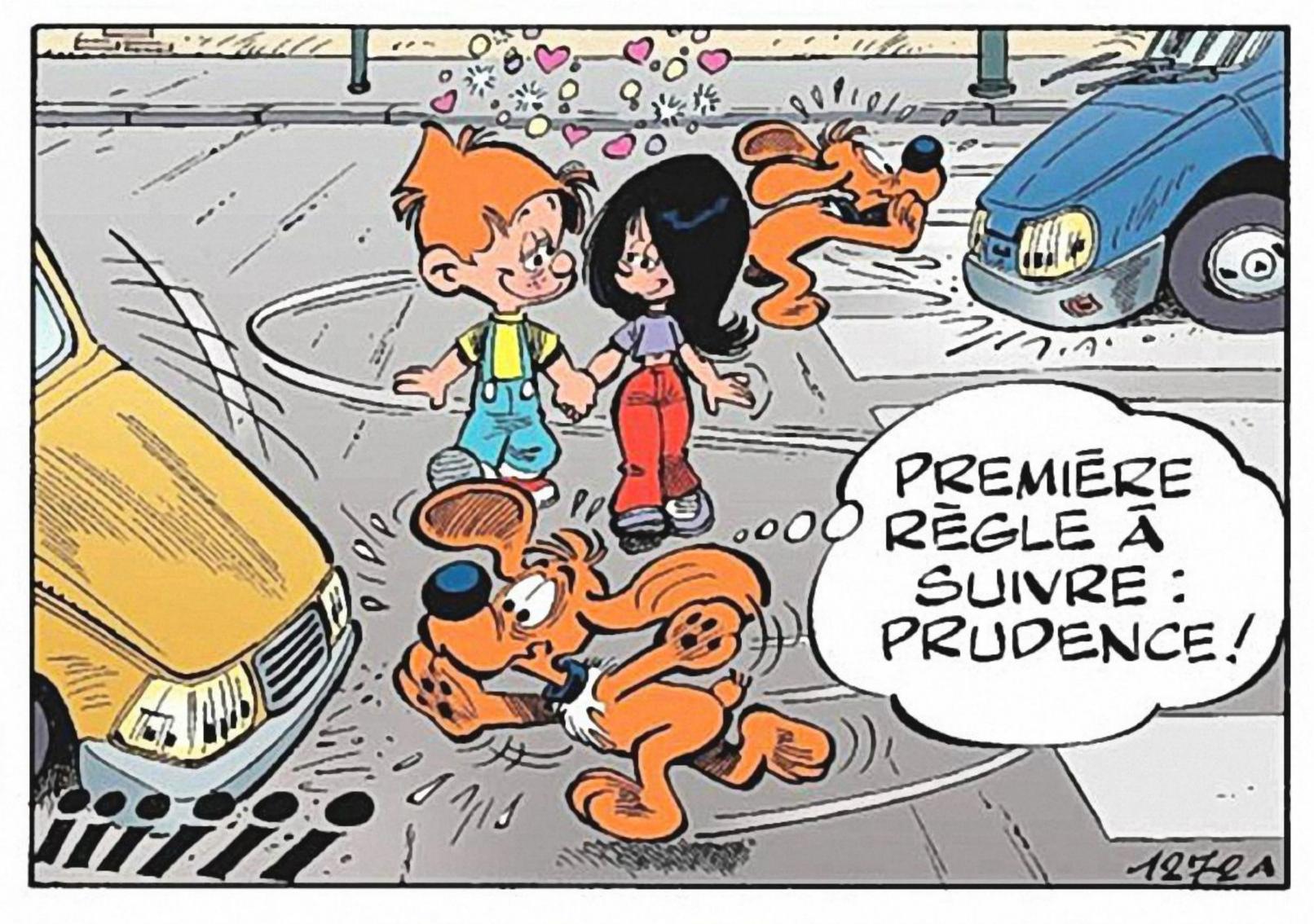




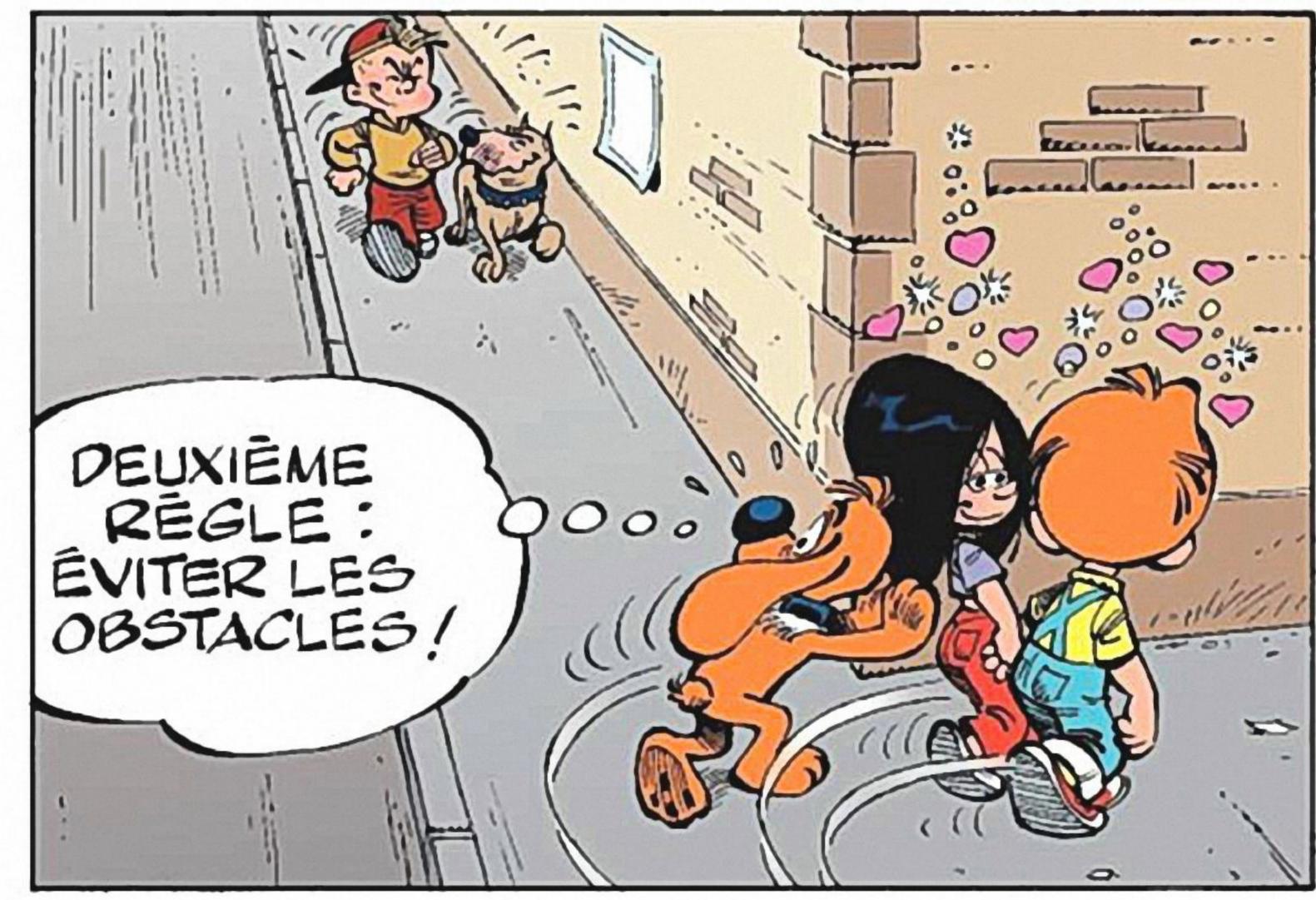


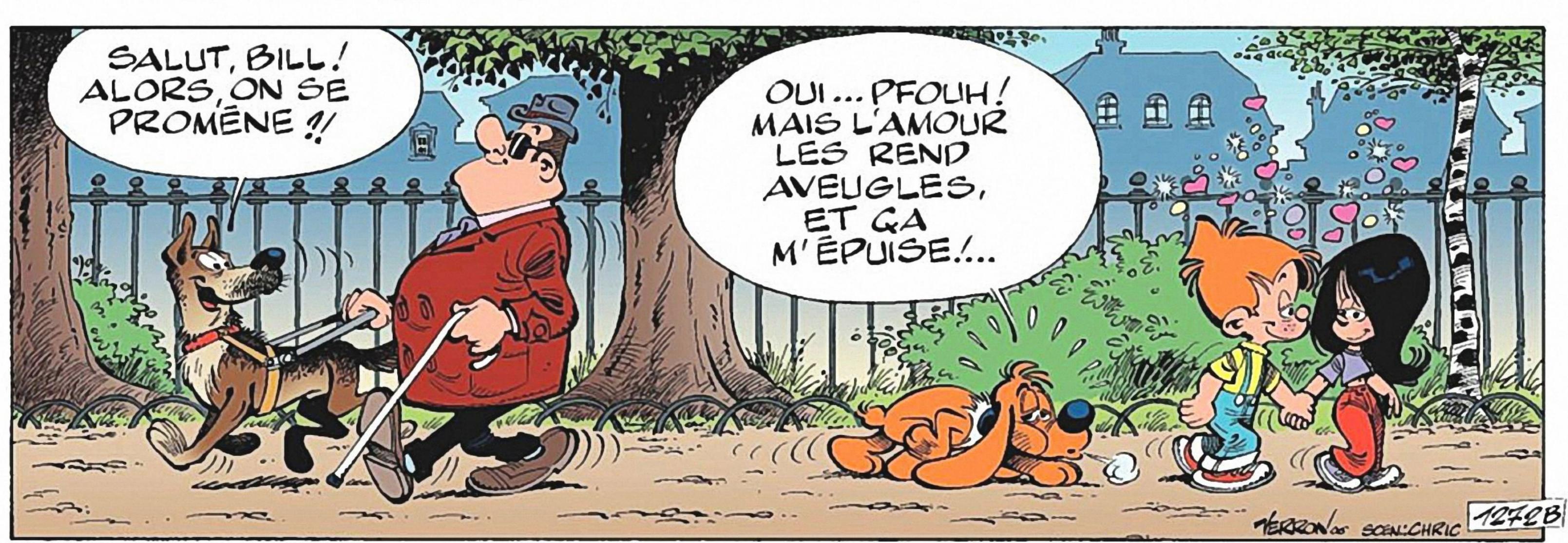










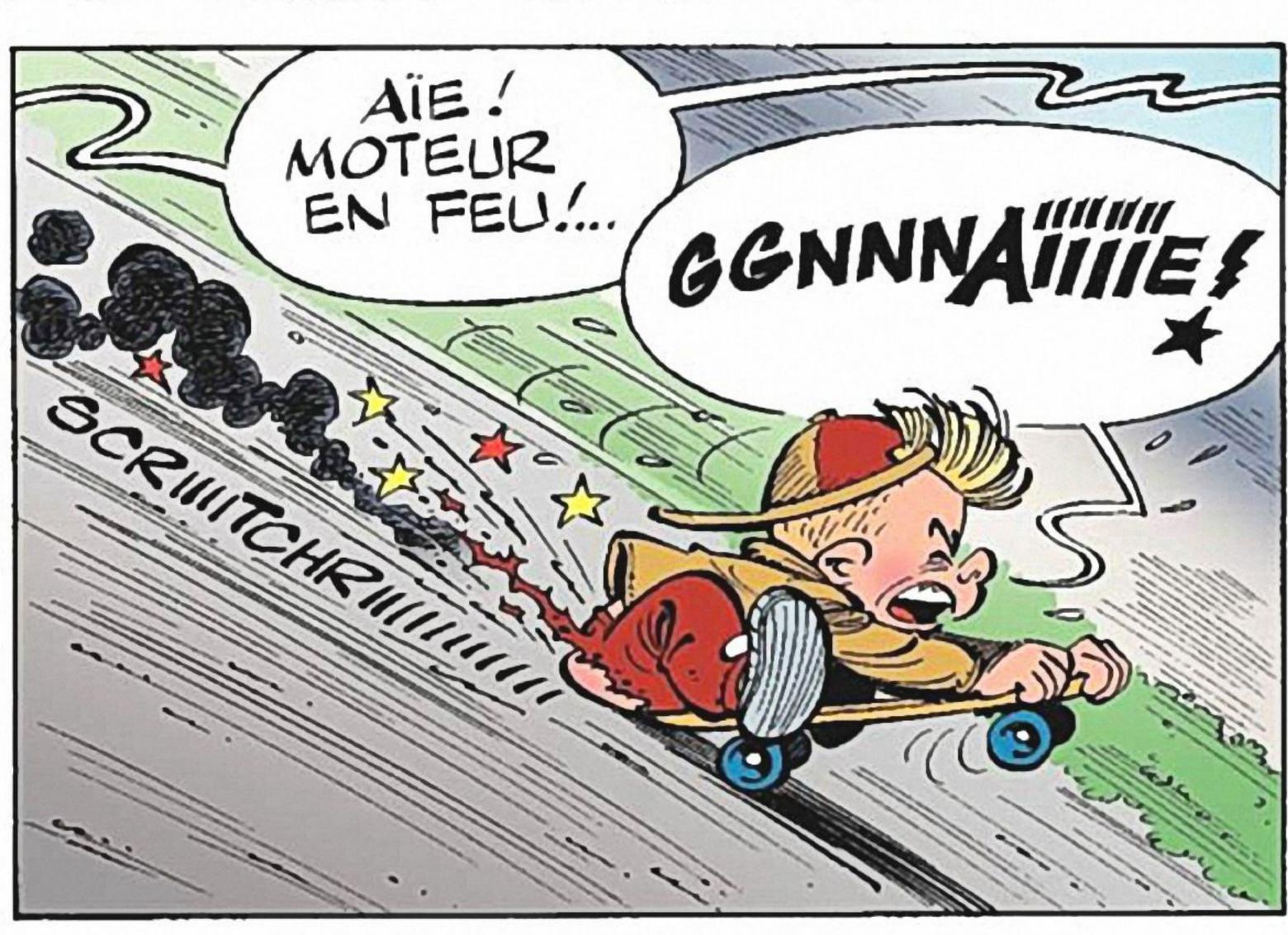


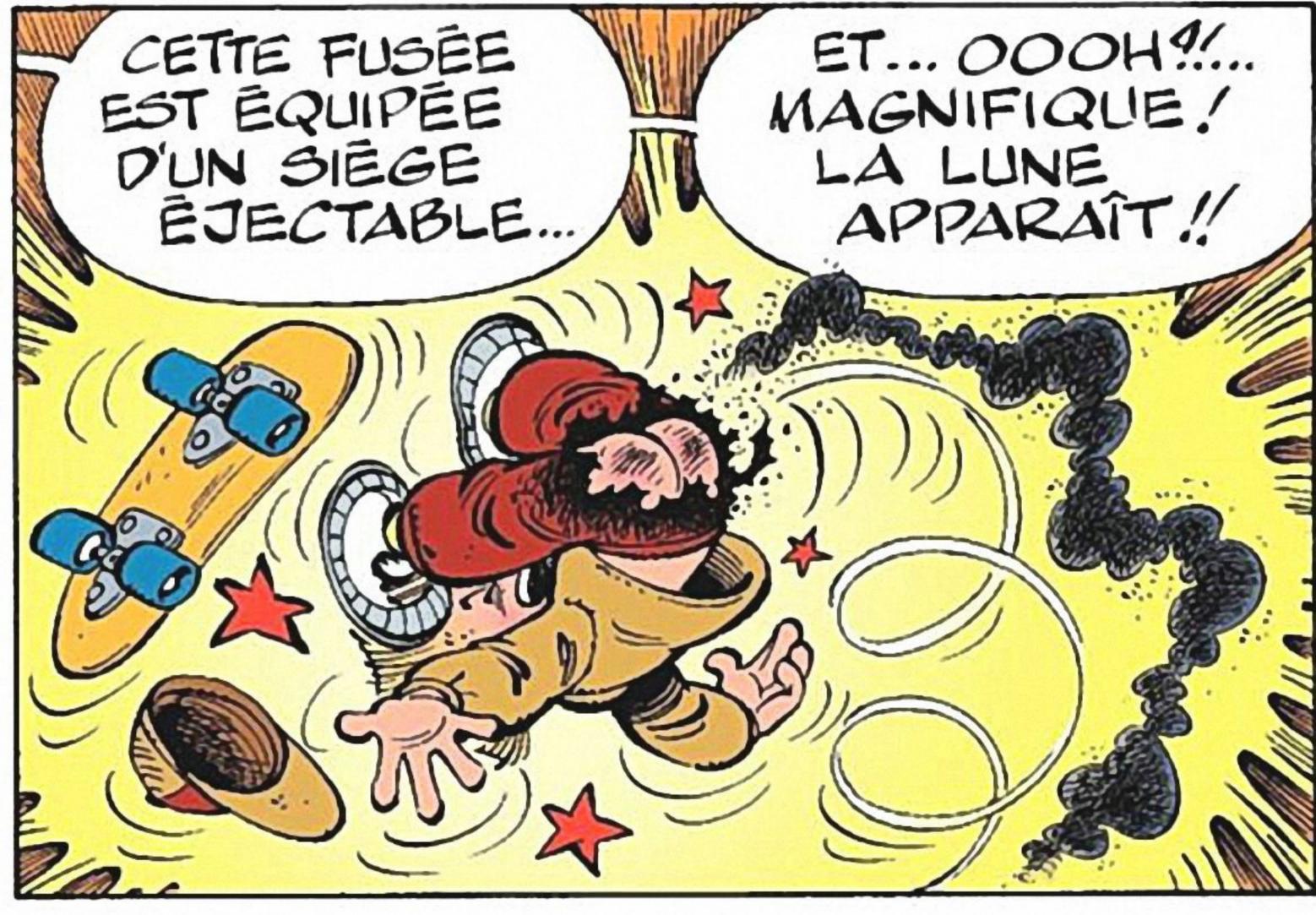


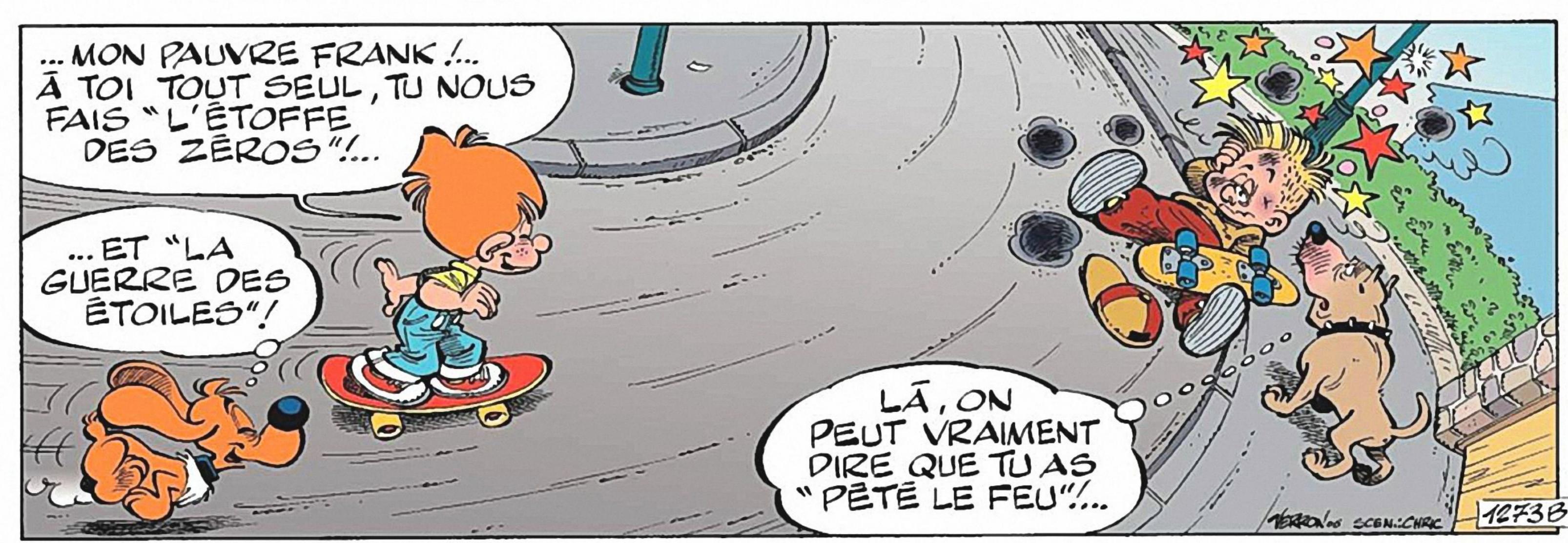








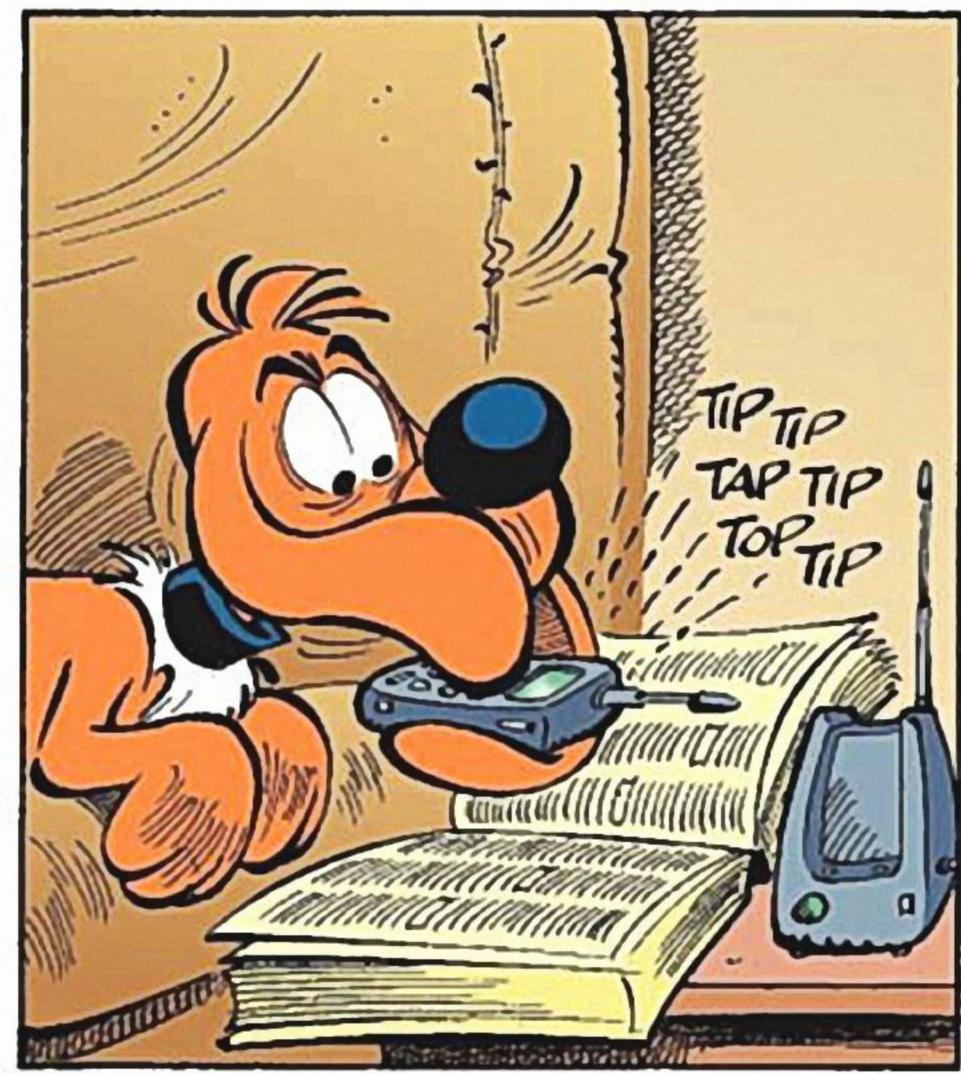


























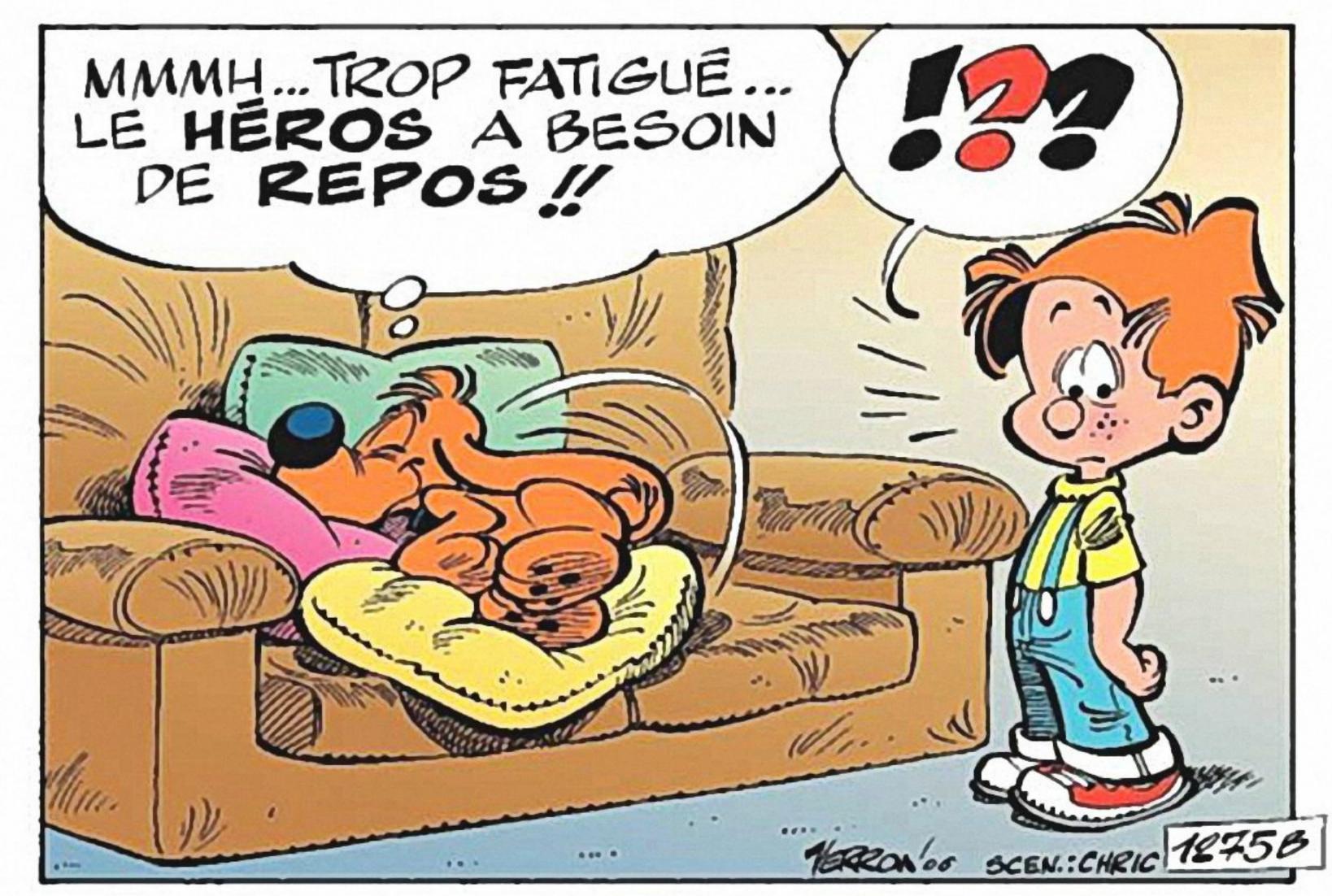






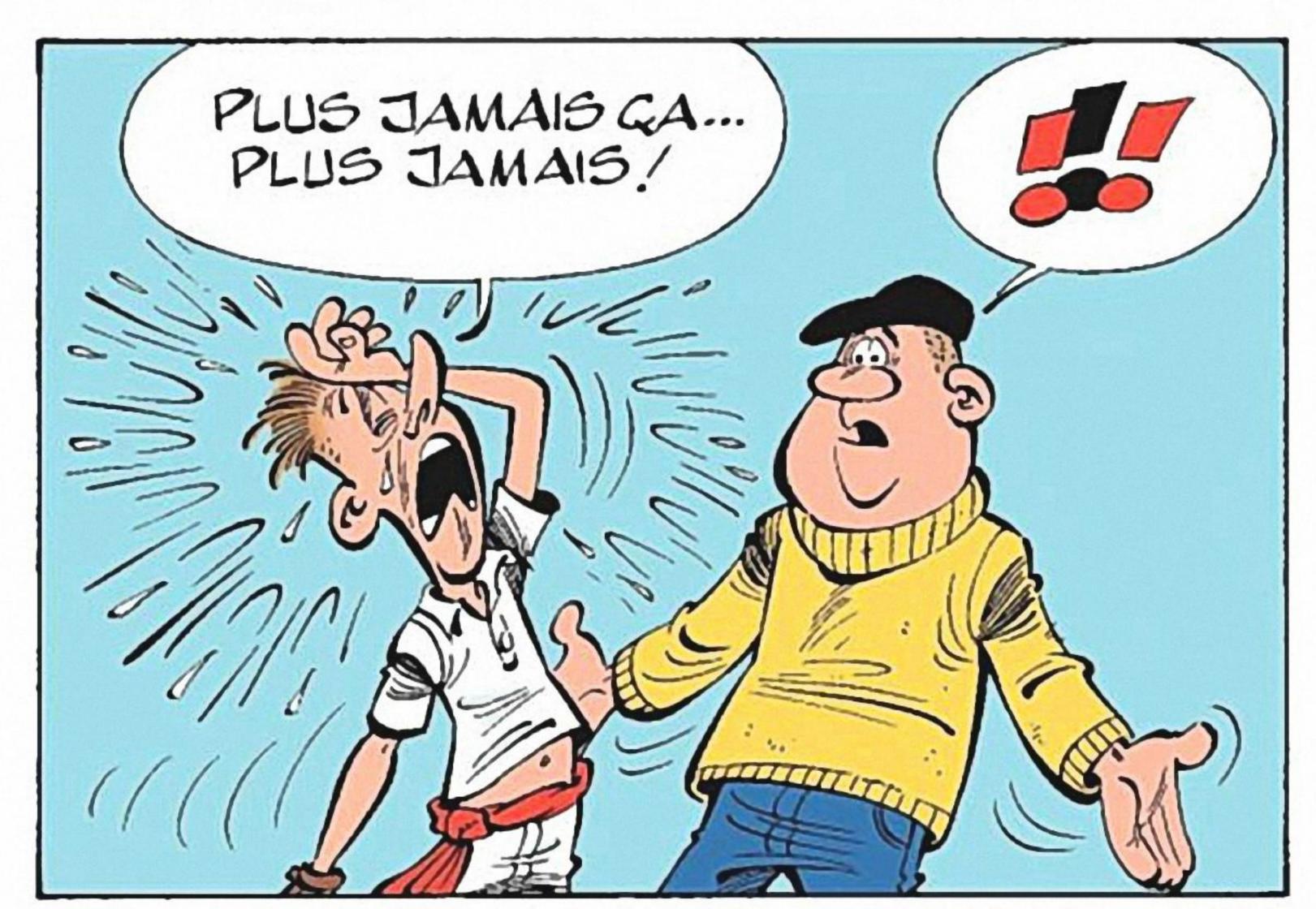




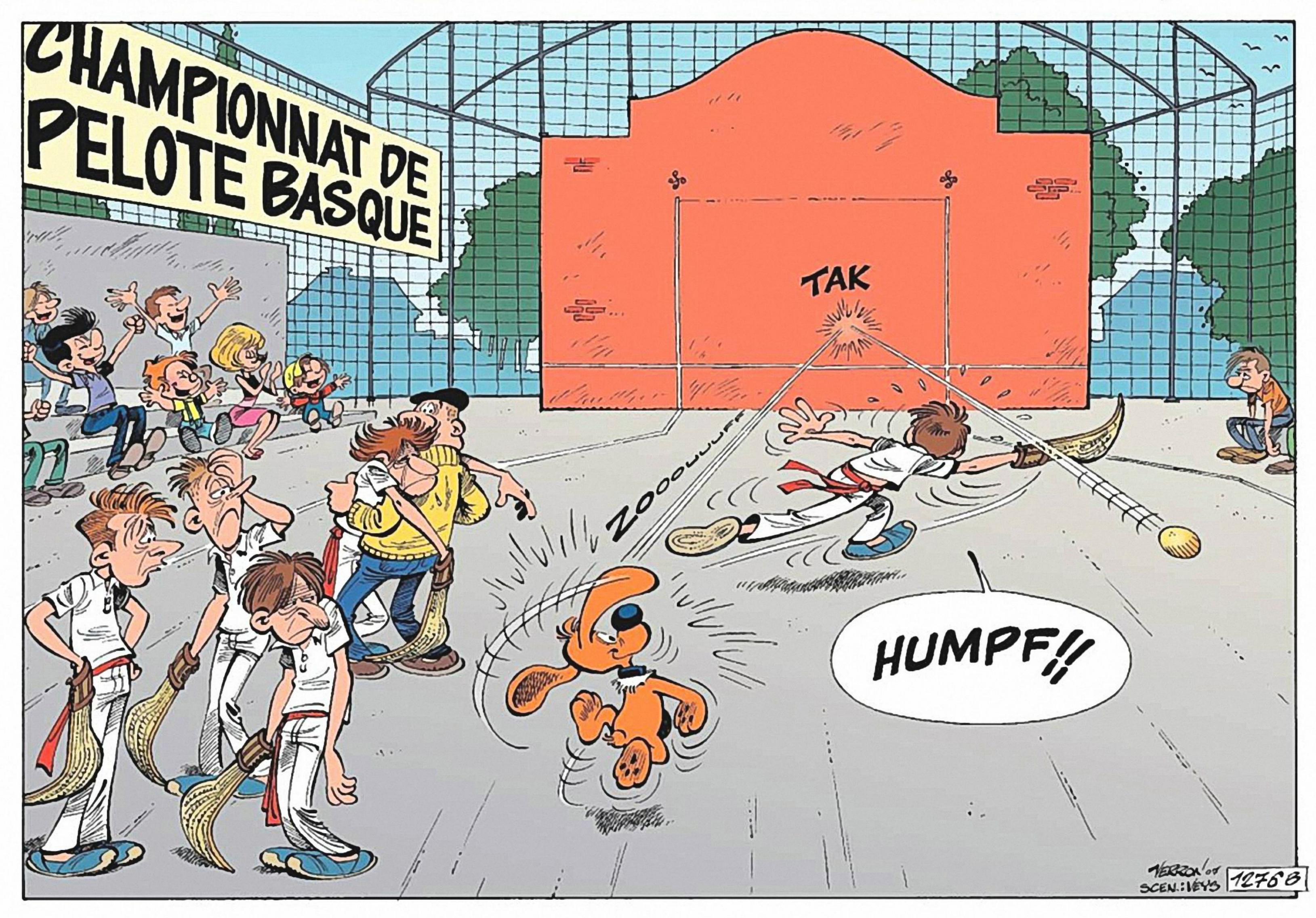








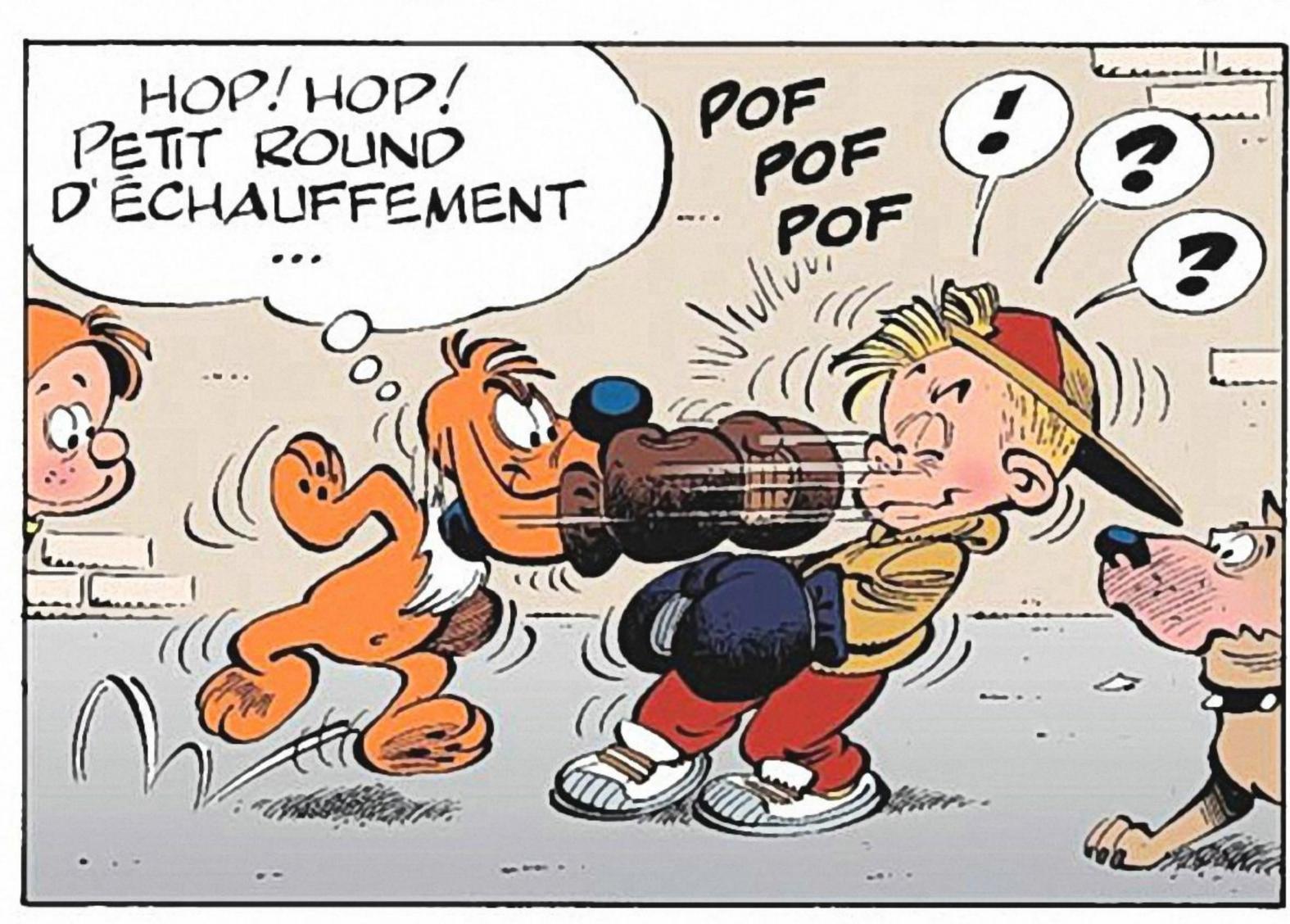


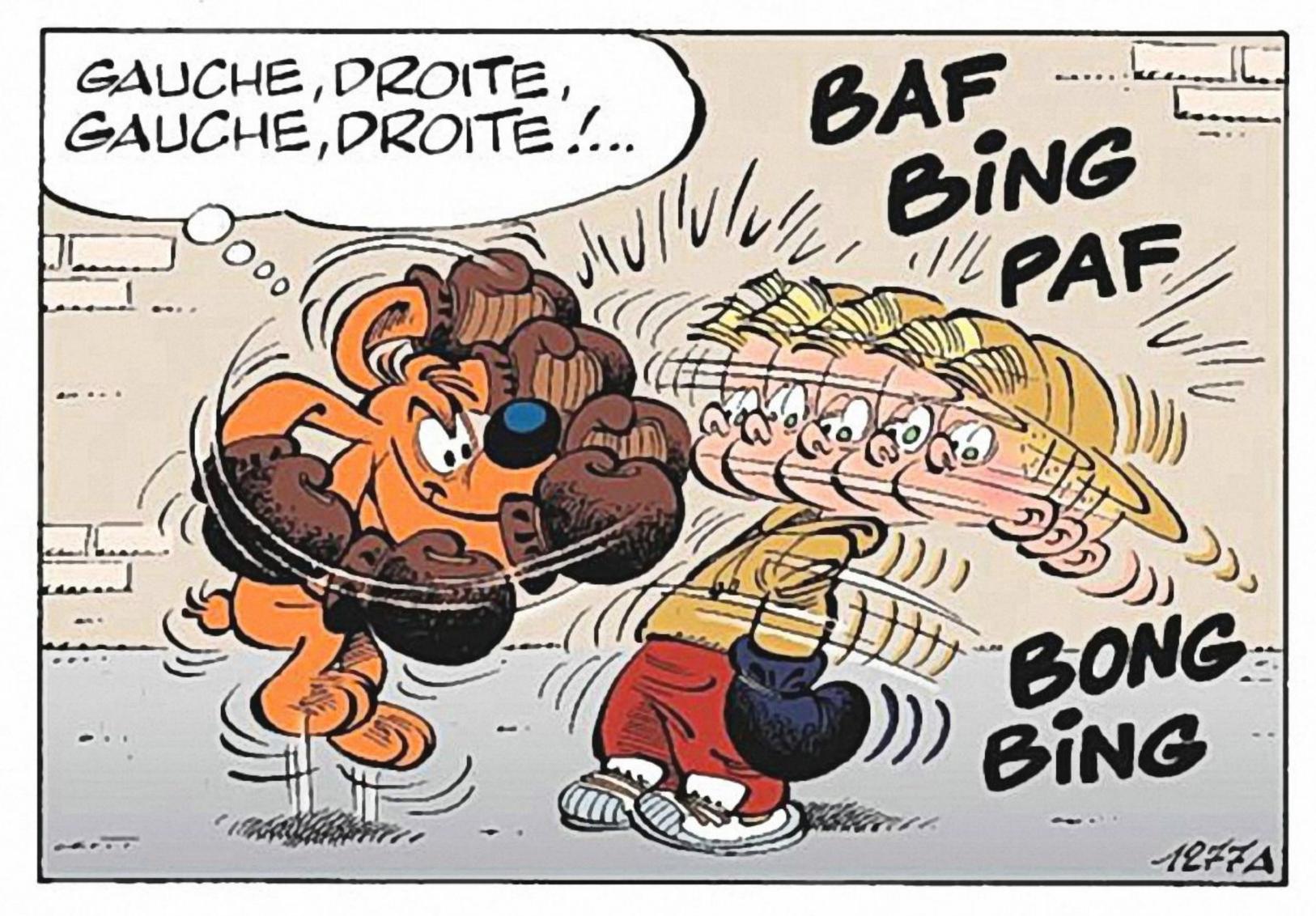


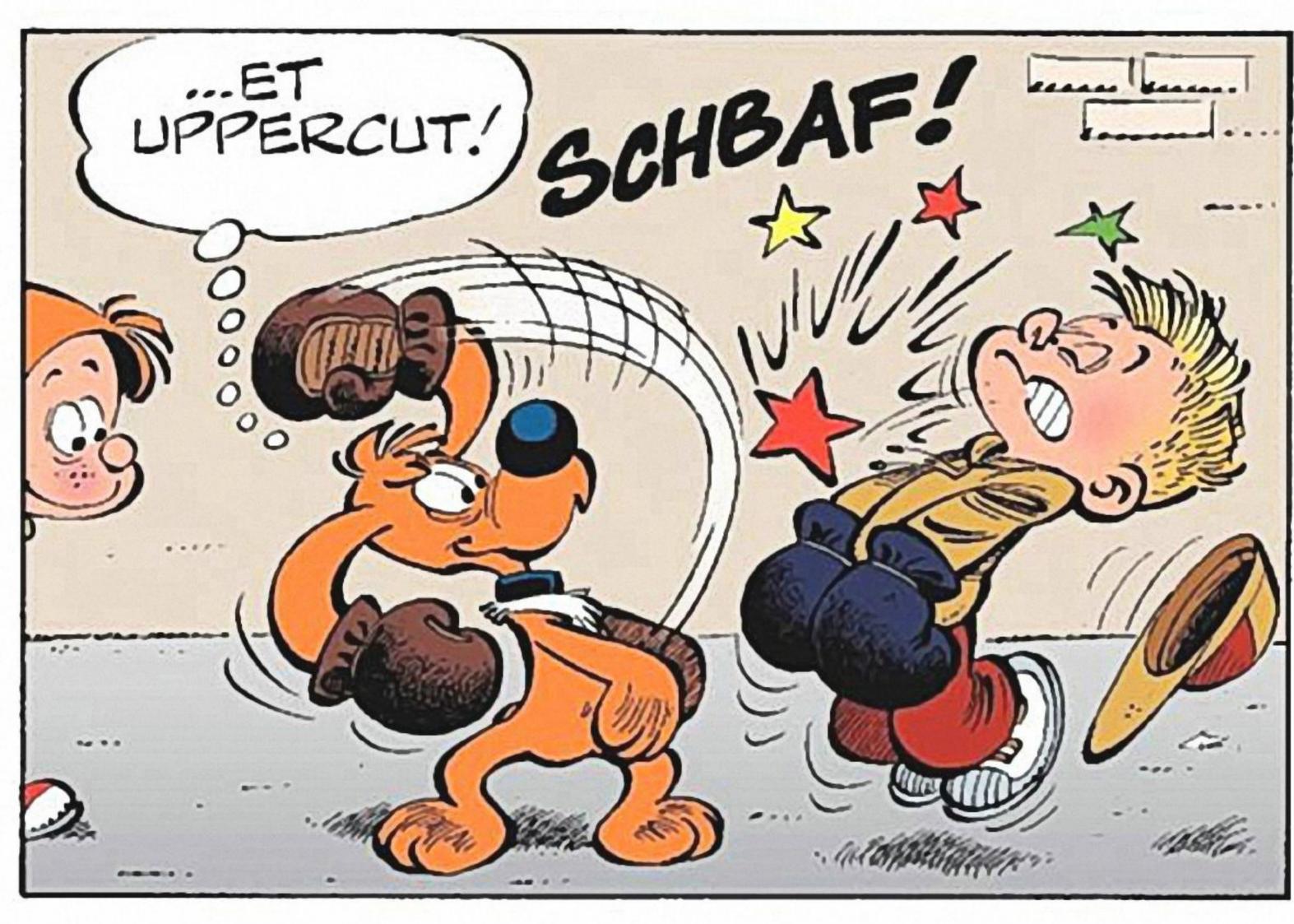


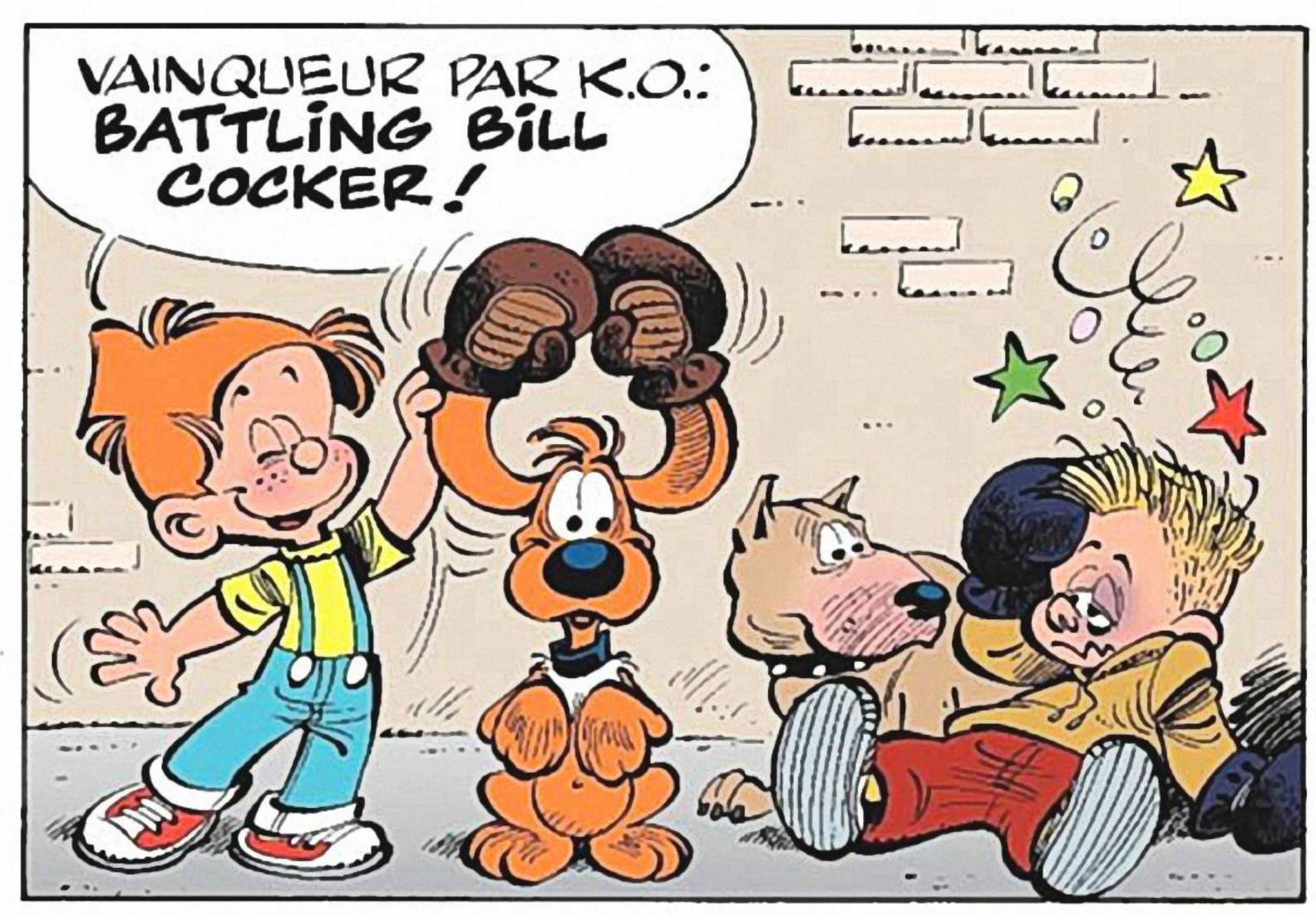






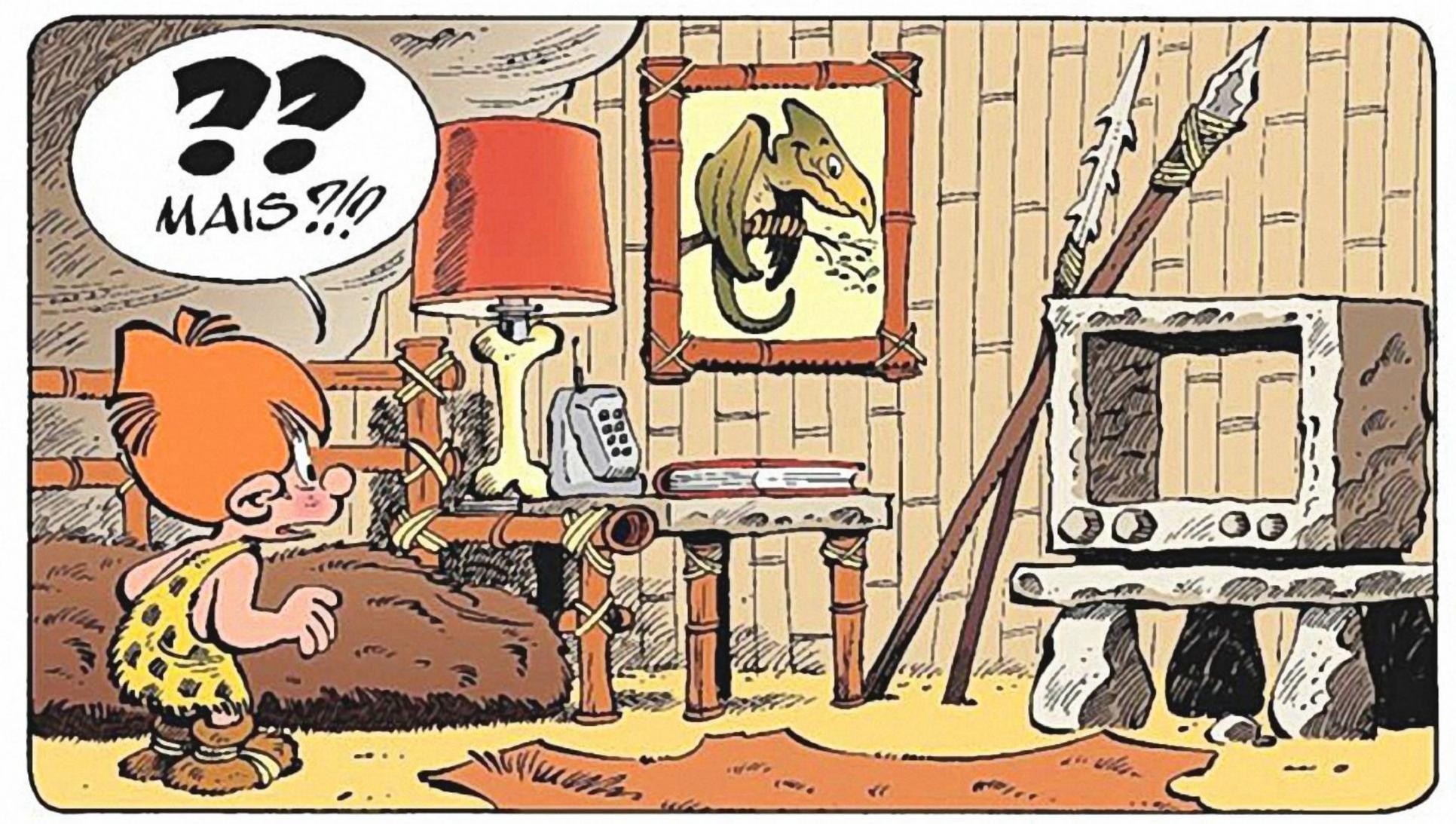


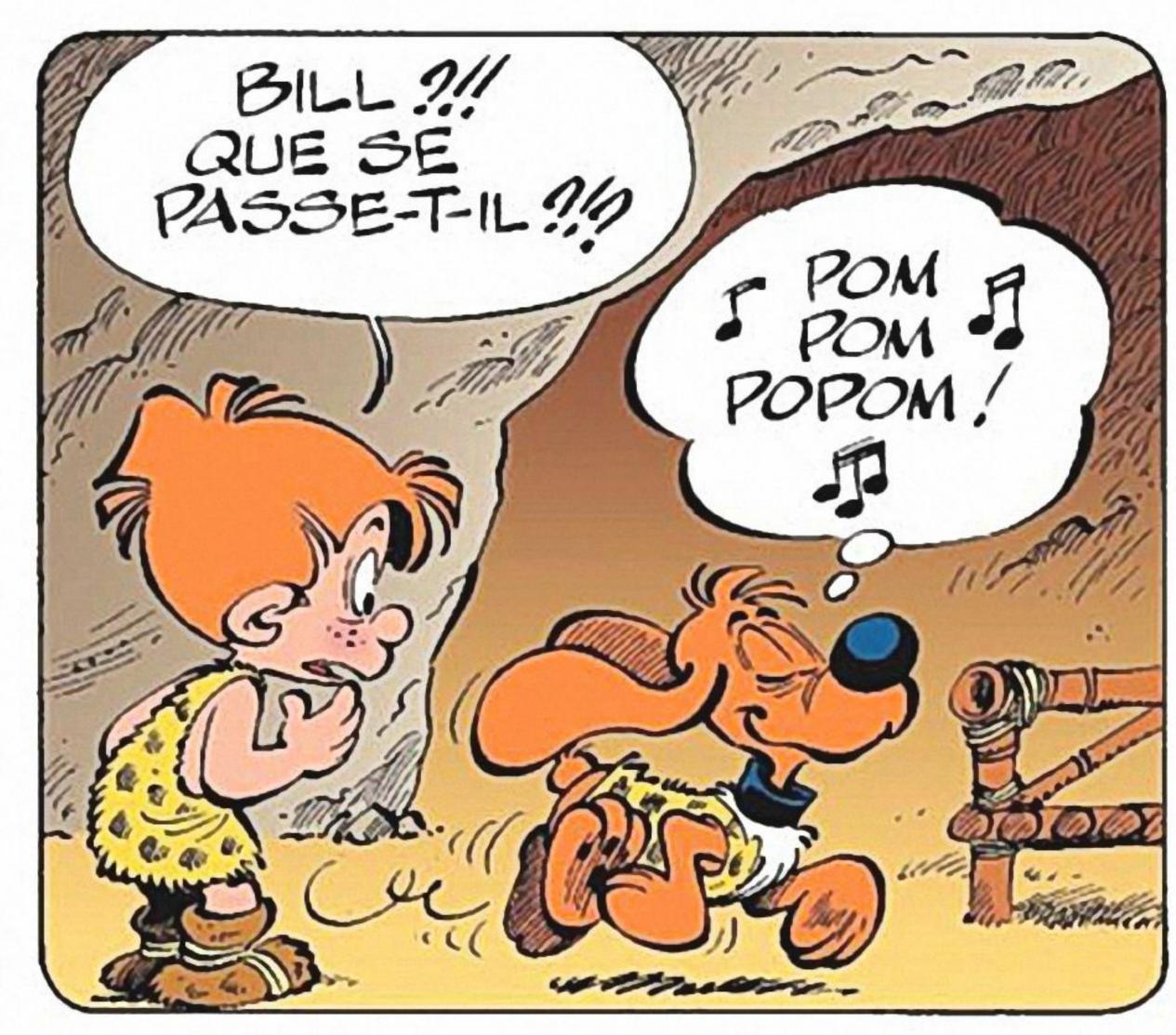


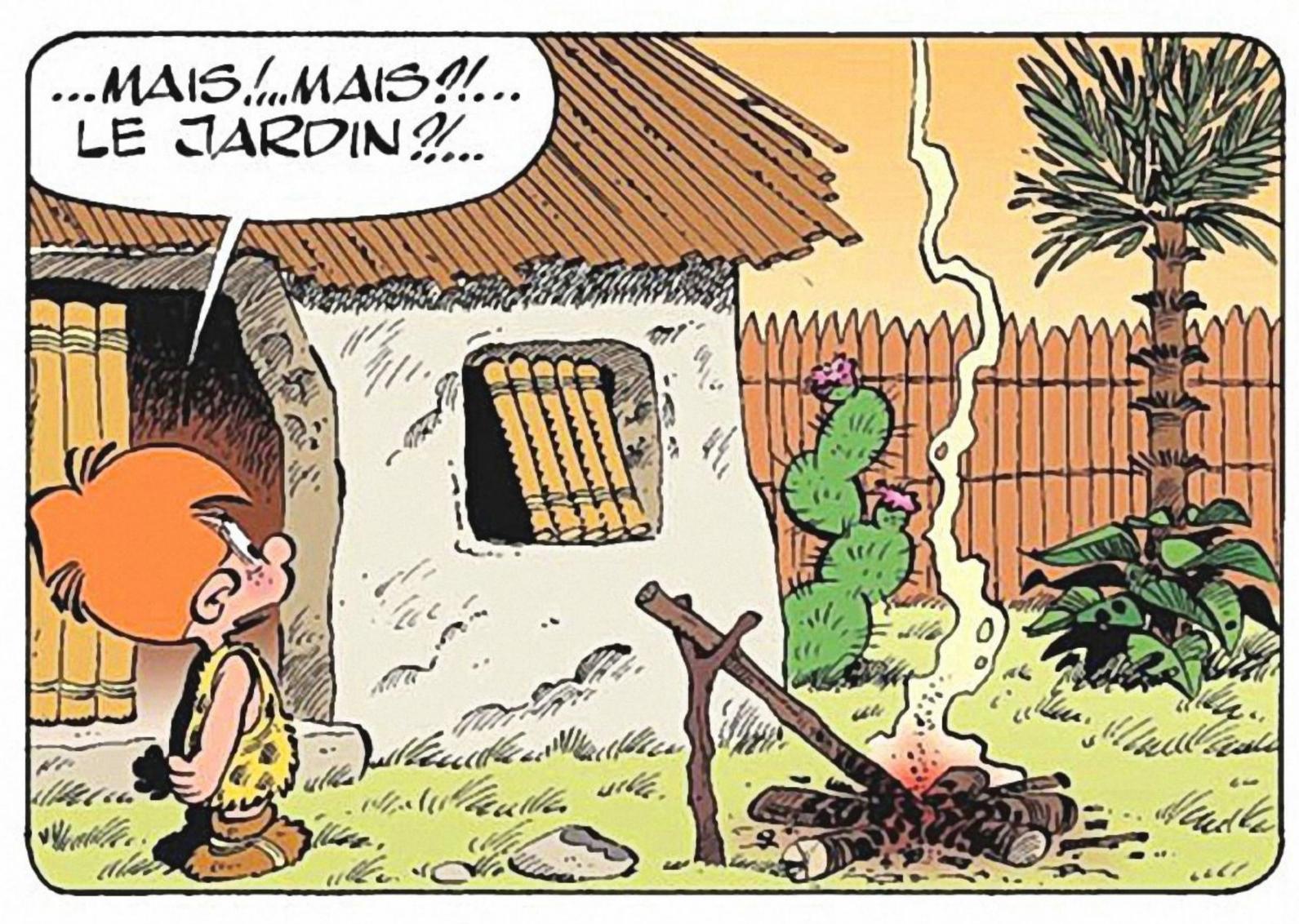












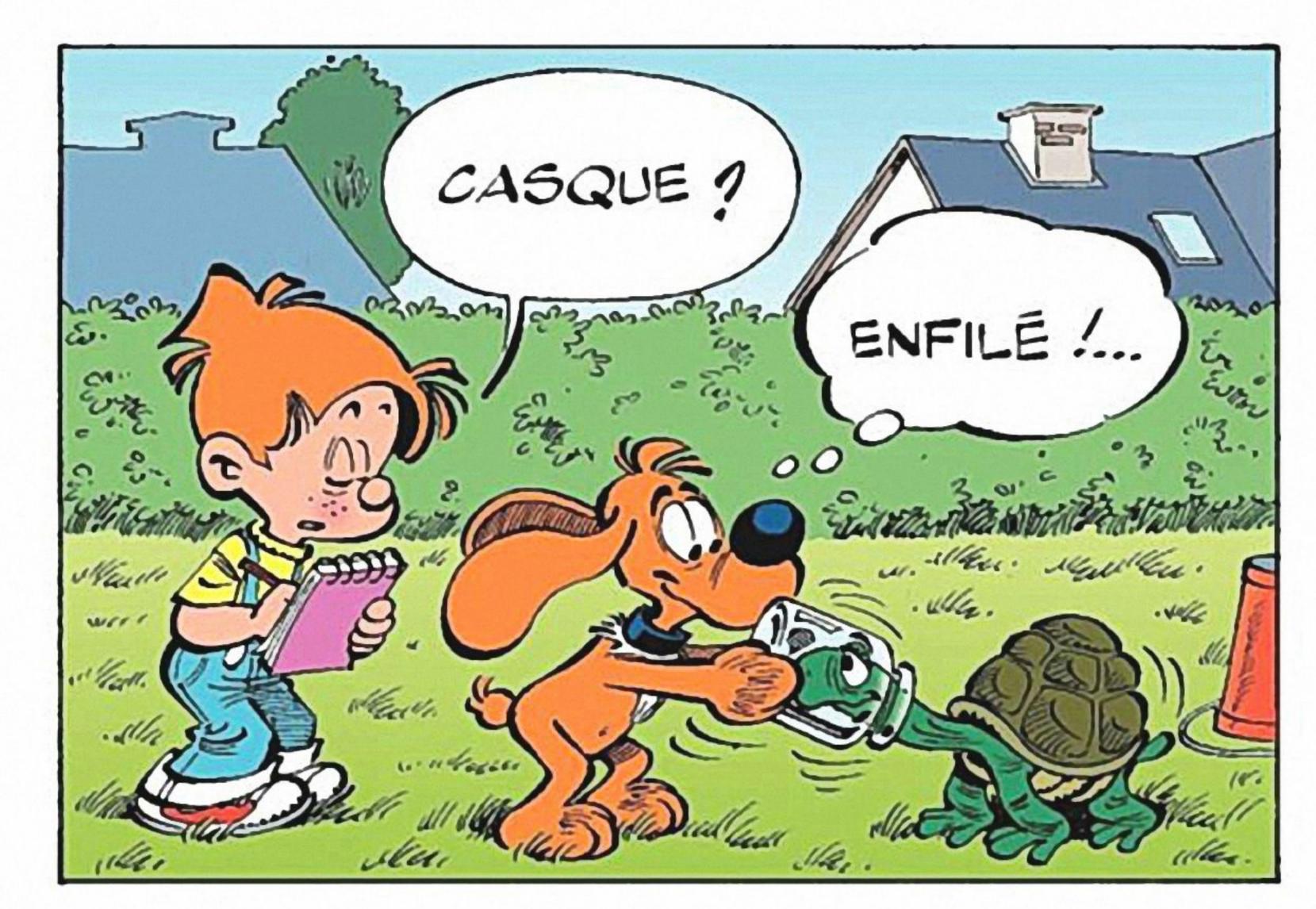


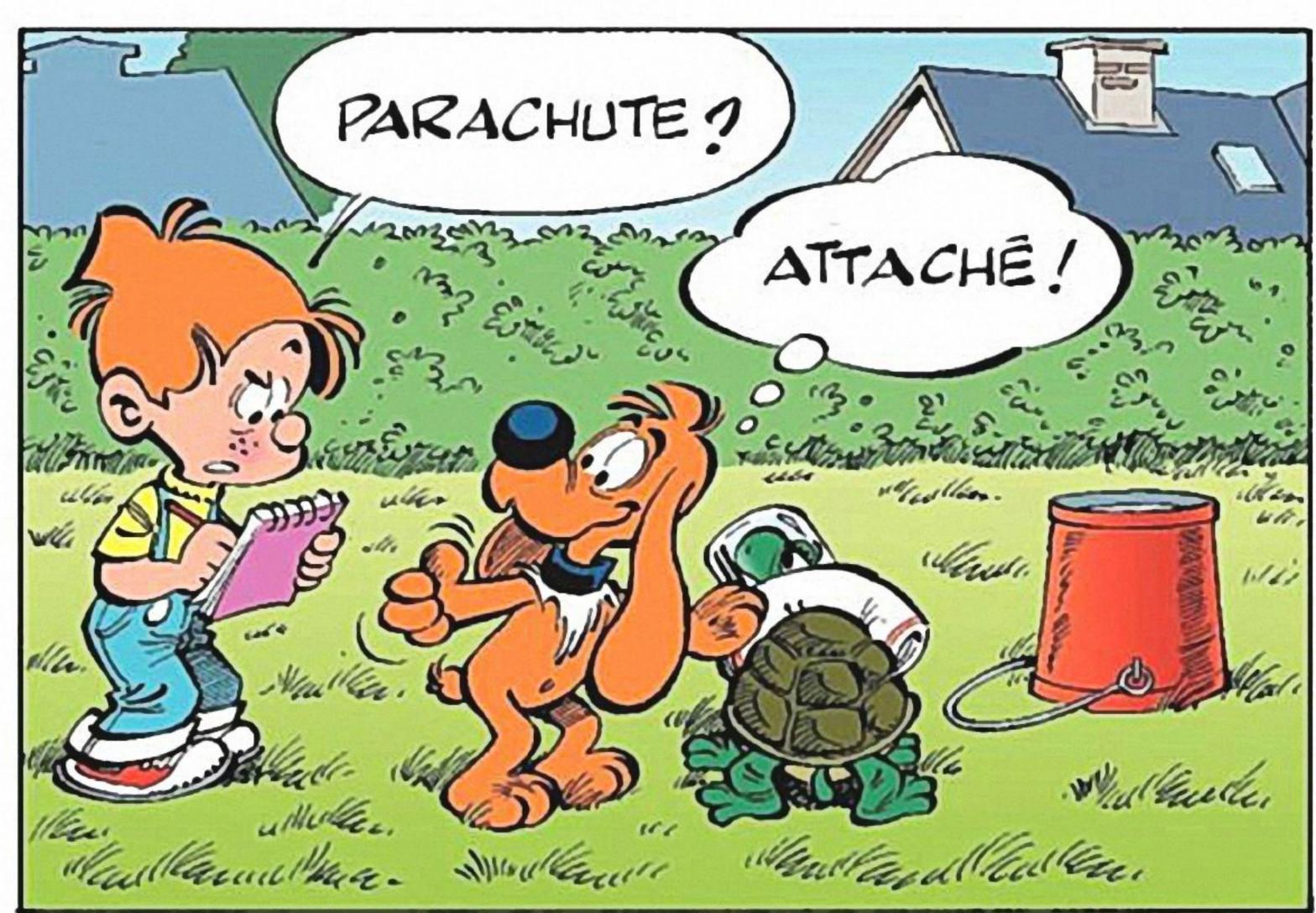




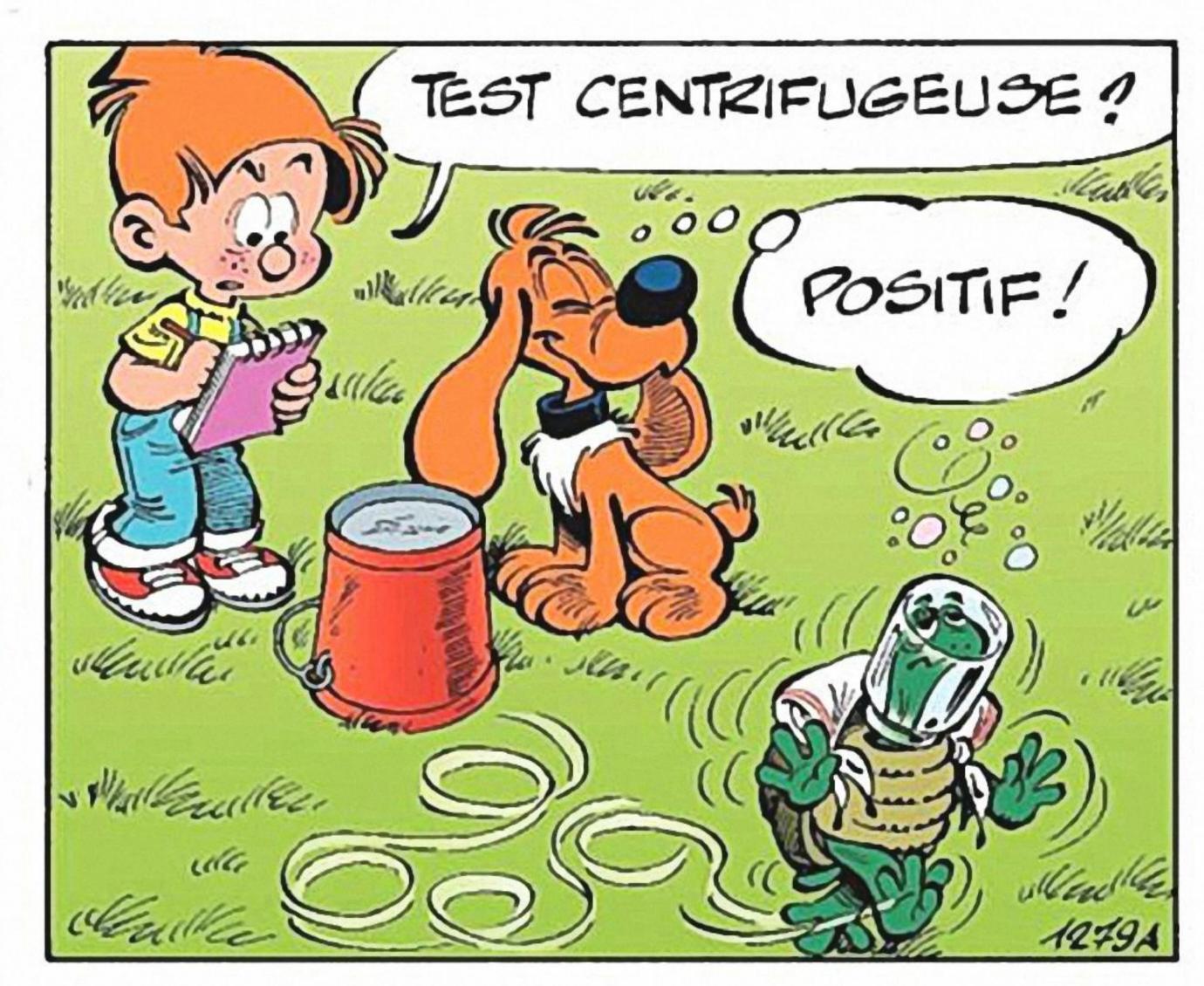










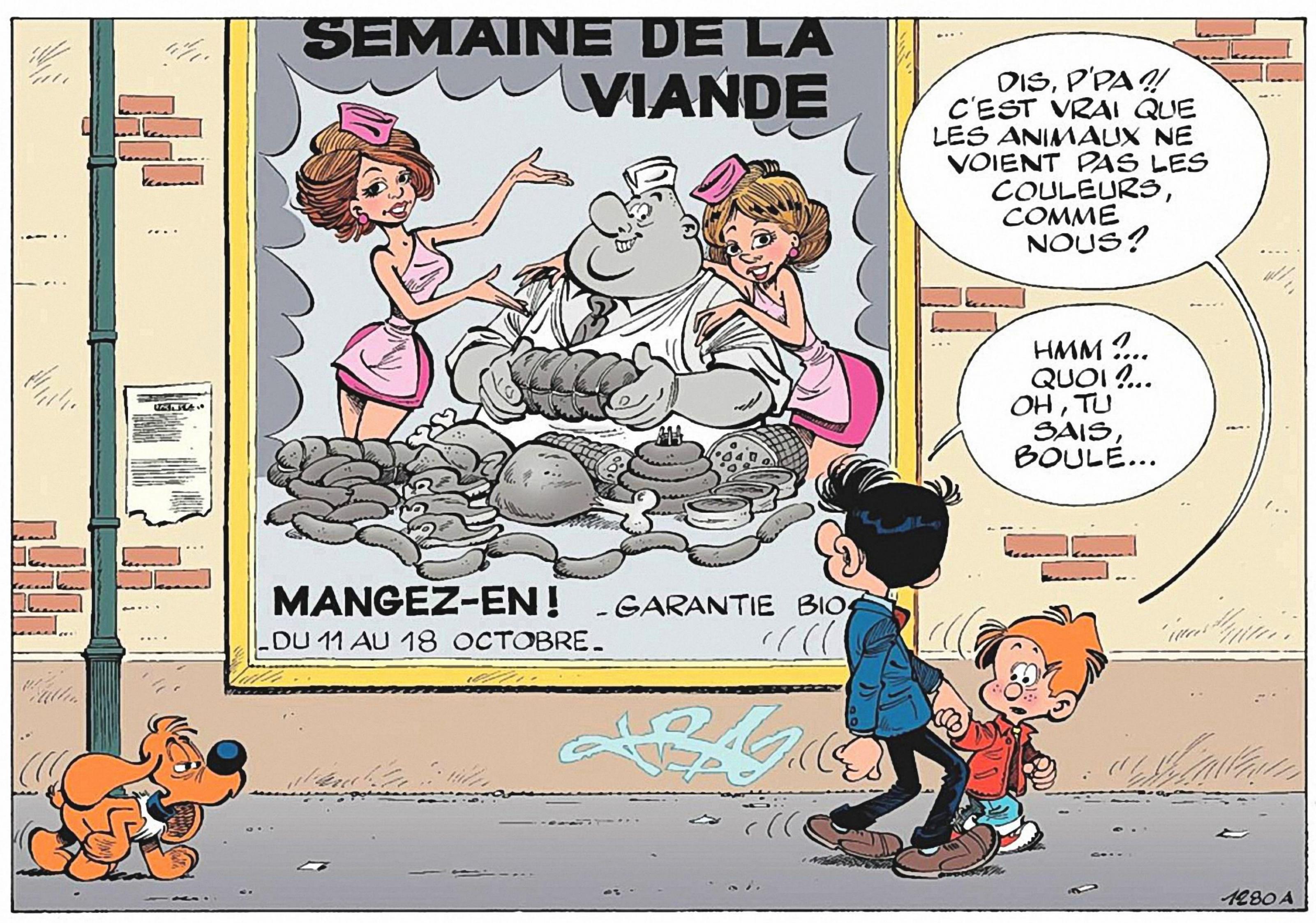


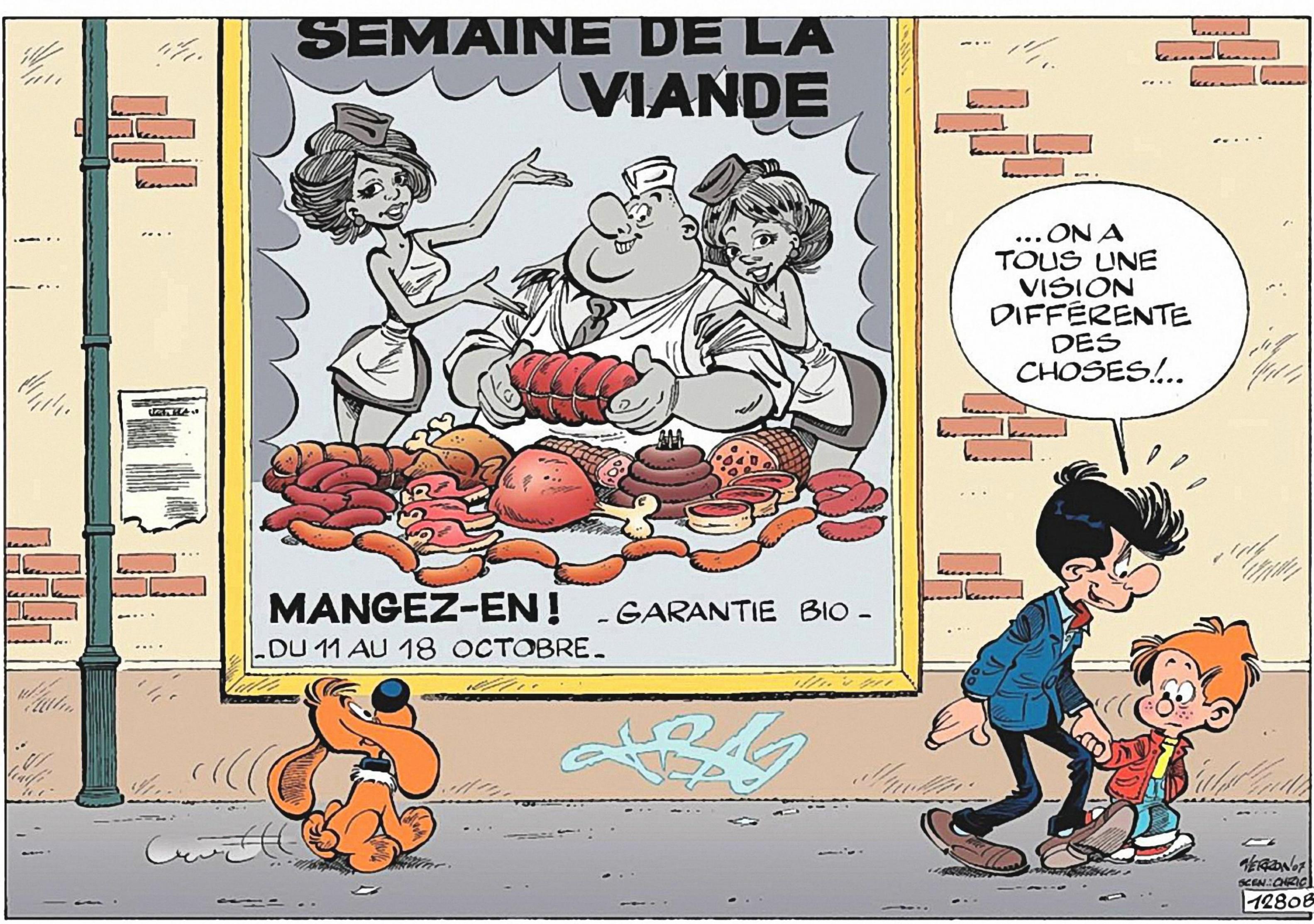












Roba, que du bonheur!

Quand il était petit, sa maman l'appelait "Jeanjean courant d'air". Il ne fermait jamais les portes. La famille Roba figurait d'ailleurs dans le livre des records à la rubrique "rhume perpétuel".

La patrouille des scouts l'avait baptisé "Cabri électrique". Il bougeait tout le temps et fonçait tête baissée. Un vrai petit électron libre. Un budget spécial mercurochrome et sparadrap avait dû être voté pour ce petit scout remuant.

Ses deux grands frères l'appelaient "le Glounch" et essayaient régulièrement de le noyer dans la piscine municipale. C'est vrai qu'un petit frère qui s'amène dix ans après les autres est parfois bien dérangeant.

Mais ce gamin n'avait pas que des défauts. Une petite fée sympa s'était penchée sur son berceau et l'avait doté de doigts en or. Le petit Jean avait grandi, il était devenu rêveur. Il rêvait et dessinait remarquablement bien. On raconte toujours mieux ce qu'on a rêvé que ce qu'on a vécu. Le soir, après l'école, à douze ans, il filait à l'académie de dessin et,

là, dans son élément, il travaillait inlassablement, pendant des heures. Il a tâté de toutes les techniques, passant de la colonne dorique au nu féminin, des classiques feuilles d'acanthe aux natures mortes. Le crayon, l'encre de Chine, le pastel, l'aquarelle, la gouache, le fusain, il a tout expérimenté. Pendant dix ans, il s'est imprégné de toutes les techniques possibles et imaginables du dessin, de la peinture et de la décoration.

Quand il a choisi un métier, évidemment, il est devenu dessinateur. Il a fallu trouver une signature pour tous ses beaux dessins. Les surnoms dont on l'avait affublé dans son enfance ne le tentaient pas des masses, il s'est dit que Roba, tout compte fait, ce n'était pas si mal. Puis, c'était son nom de famille, il ne risquait pas de l'oublier. De plus, c'était court et ça sonnait bien. Il l'a adopté.

Maintenant la signature de Roba, solidement liée à Boule et Bill, nous fait rêver depuis des années et il n'y a aucune raison que ça cesse, le charme agit toujours.

LUCE ROBA

NON, LAURENT, NON / LE NEZ PLUS ROND !... C'EST GA LES OREILLES PLUS SOUPLES ... VOILA ET PUIS MON REGARD PUS INTELLIGENT TOUT DE MEME !... TRES BIEN! DANS QUELQUES ANNÉES, TU SERAS AU POINT!

Courent

Contract Somewir de

Contract Somewir de

Contract de some tous mes

Contract de contract de

Un amical message de Roba à Laurent Verron qui était alors son éléve.

Sammaire

Bill est branchépage 3
Il faut du temps pour faire un arbre! page 4
L'embarras du choixpage 5
L'ennui gagnepage 6
Y en a qui vont en baverpage 7
Beauté animalepage 8
Souvenirs, souvenirs!page 9
Faux départpage 10
Monstre marin page 11
Cavaleri repage 12
Coquillages, crustacés et tentaculespage 13
Mines d'ospage 14
Pêche miraculeusepage 15
Un appétit d'oiseaupage 16
Terreur glacéepage 17
Un goinfre, ça va page 18
Tartarin et fanfare'onpage 19
La théorie du K.Opage 20
Technologie modernepage 21
Le secret du bonheurpage 22
Net: navette et travailpage 23
Question piègepage 24

Une attention qui comptepage 25
Jingle bellspage 26
Aladin dans le jardinpage 27
Circuit sur gazonpage 28
Du sucre ? Je fonds !! page 29
Mémoire vivepage 30
Champagnepage 31
Maxi-trou, minigolfpage 32
Fumée sans feupage 33
Halloween to losepage 34
Tel épris qui croyait surprendrepage 35
Basket-Bill (1)page 36
Basket-Bill (2)page 37
Un boulot de chienpage 38
Les stars du bitumepage 39
Sucrerie pour animauxpage 40
Les héros sont fatiguéspage 41
Au pied du murpage 42
Bill boxingpage 43
Cro-mignonpage 44
Mise en orbitepage 45
Illusion d'optiquepage 46

